VISIT…

Dungeons & Dragons® Supplement

STORMWRACK™

Mastering the Perils of Wind and Wave

Richard Baker, Joseph D. Carriker, Jr., Jennifer Clarke Wilkes

C R E D I T S

DESIGNERS
Richard Baker, Joseph D. Carriker Jr., Jennifer Clarke Wilkes

DEVELOPERS
Stephen Schubert, Andy Collins, David Noonan

EDITORS
John D. Rateliff, John Thompson

EDITING MANAGER
Kim Mohan

DESIGN MANAGER
Christopher Perkins

DEVELOPMENT MANAGER
Jesse Decker

DIRECTOR OF RPG R&D
Bill Slavicsek

PRODUCTION MANAGERS
Josh Fischer, Randall Crews

SENIOR ART DIRECTOR, D&D
Stacy Longstreet

ART DIRECTOR
Karin Jaques

COVER ARTIST
Jeremy Jarvis

INTERIOR ARTISTS
Chris Appel, Drew Baker, Wayne England, David Griffith, Fred Hooper, Lee Moyer, Jim Nelson, Michael Phillippi, Eric Polak, Joel Thomas, Franz Vohwinkel, Sam Wood

GRAPHIC DESIGNER
Dee Barnett

CARTOGRAPHER
Kyle Hunter

GRAPHIC PRODUCTION SPECIALIST
Erin Dorries

IMAGE TECHNICIAN
Jason Wiley

Resources: *Arms and Equipment Guide* by Eric Cagle, Jesse Decker, Jeff Quick, and James Wyatt; *Expanded Psionics Handbook* by Bruce R. Cordell; *Forgotten Realms Campaign Setting* by Ed Greenwood, Rob Heinsoo, Sean K Reynolds, and Skip Williams; *Living Greyhawk Gazetteer* by Gary Holian, Erik Mona, Sean K Reynolds, and Frederik Weining; *Manual of the Planes* by Jeff Grubb, Bruce R. Cordell, and David Noonan; *Pirates of the Fallen Stars* by Curtis Scott; *Races of Faerûn* by Eric L. Boyd, Matt Forbeck, James Jacobs, and Sean K Reynolds; *The Sea Devils* by Skip Williams; "The Far Corners of the World" by James Jacobs.

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

This Wizards of the Coast™ game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

620-17867000-001-EN
9 8 7 6 5 4 3 2 1
First Printing: August 2005

ISBN-10: 0-7869-3689-4
ISBN-13: 978-0-7869-3689-2

Dungeons & Dragons, D&D, Dungeon Master, d20, d20 System, Wizards of the Coast, *Player's Handbook, Dungeon Master's Guide, Monster Manual, Stormwrack*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed in the United States to the book trade by Holtzbrinck Publishing. Distributed in Canada to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc., and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the USA. ©2005 Wizards of the Coast, Inc.

Visit our website at **www.wizards.com/dnd**

Contents

Introduction 4

Chapter 1: Into the Maelstrom 5
- Aquatic Adventures 5
  - Seas and Oceans 6
  - Rivers 6
  - Lakes 7
  - Coasts and Islands 7
  - Caverns and Dungeons 7
  - Pools, Wells, and Canals 7
  - Underground Rivers 8
  - Underground Lakes and Seas 8
  - Sea Caves 8
  - Marine Caverns 9
- Planar Seas 9
  - Elemental Plane of Water 9
  - Abysm 9
  - Porphatys 9
  - Stygia 9
  - Lunia 10
  - Thalasia 10
  - Aquallor 10
- Water Hazards 10
  - Currents and Streams 10
  - Depth 11
  - Drowning 11
  - Hypothermia 11
  - Light 11
  - Sinking and Shipwreck 12
- Special Perils of the Seas 12
  - Disease 12
  - Poison 12
  - Supernatural Dangers 13
- Marine Wilderness Terrain 14
  - Beach Terrain 14
  - Tidal Marsh 15
  - Coral Reef 16
  - Ice Floes 17
  - Open Water 18
  - Sargasso 19
  - Kelp Bed 19
  - Ship's Deck 19
- Marine Dungeon Terrain 21
  - Walls 21
  - Floors 21
- Voyages 22
  - Wind and Weather 22
  - Navigation 24
  - Encounters 24
  - The Day's Progress 24
- Narrative Naval Combat 25
  - Initiative and Advantage 25
  - Maneuvering 26
  - Attacking 28
  - Damage, Sinking, and Repair 31

Chapter 2: Races of the Seas 33
- Seafaring Races 33
  - Aventi 33
  - Darfellan 36
  - Elf, Aquatic 39
  - Hadozee 41
- Seafaring Cultures 43
  - Humans 43
  - Dwarves 44
    - Seacliff Dwarves 44
  - Elves 44
  - Gnomes 44
    - Wavecrest Gnomes 44
  - Half-Elves 44
    - Aquatic Half-Elves 45
  - Half-Orcs 45
  - Halflings 45
    - Shoal Halflings 45
  - Age, Height, and Weight 46

Chapter 3: Classes and Prestige Classes 47
- Class Options 47
  - Barbarian 47
  - Bard 48
  - Cleric 48
  - Druid 50
  - Fighter 50
  - Monk 50
  - Paladin 51
  - Ranger 51
  - Rogue 51
  - Scout 51
  - Sorcerer 51
  - Spirit Shaman 52
  - Swashbuckler 52
  - Warmage 52
  - Wizard 52
- Prestige Classes 52
  - Knight of the Pearl 52
  - Legendary Captain 56
  - Leviathan Hunter 61
  - Scarlet Corsair 65
  - Sea Witch 68
  - Stormcaster 72
  - Wavekeeper 76

Chapter 4: Skills and Feats 81
- Marine Skills 81
  - Seafaring Roles 81
- Feats 90

Chapter 5: Ships and Equipment 95
- Vessels 95
- Weaponry and Accessories 103
- Personal Equipment 105
- Armor 105
- Weapons 107
- Gear 108

Chapter 6: Spells and Magic Items 109
- New Domains 109
  - Blackwater Domain 109
  - Ocean Domain 110
  - Seafolk Domain 110
  - Storm Domain 110
- Bard Spells 110
- Cleric Spells 111
- Druid Spells 111
- Paladin Spells 111
- Ranger Spells 111
- Sorcerer/Wizard Spells 112
- Spells 112
- Epic Spells 125
- New Psionic Powers 126
- New Magic Items 128
  - Special Materials 128
  - Armor 128
  - Weapons 129
  - Rings 130
  - Rods and Staffs 131
  - Wondrous Items 131

Chapter 7: Monsters 135
- Amphibious Creature 135
- Anguillian 136
- Aventi 138
  - Aventi Sergeant 138
- Blackskate 139
- Caller from the Deeps 140
- Crab, Monstrous 141
- Darfellan 143
  - Darfellan Barbarian 143
- Dinosaur 144
  - Archelon 144
  - Ichthyosaur 145
  - Mosasaur 146
  - Plesiosaur 146
- Dire Animal 147
  - Dire Barracuda 147
  - Dire Eel 148
- Elf, Aquatic 148
  - Aquatic Elf Dolphin Rider 148
- Golem, Coral 150
- Hadozee 151
  - Hadozee First Mate 151
- Hammerclaw 152
- Hippocampus 153
- Leech, Giant 154
- Nereid 155
- Ramfish 156
- Scyllan 157
- Seawolf 158
- Sisiutl 160
- Swarm 161
  - Jellyfish Swarm 161
  - Leech Swarm 162
  - Piranha Swarm 162
- Uchuulon (Slime Chuul) 163
- Yugoloth, Echinoloth 164
- Animals 165
  - Albatross 165
  - Barracuda 166
  - Eel 166
  - Otter 167
  - Sea Lion 167
  - Seal 167
  - Snapping Turtle 168
  - Stingray 168
- Vermin and Animals, Water-Adapted 169
  - Diving Spider, Monstrous 169
  - Sea Snake 170
- New Creatures and Summon Spells 170

Chapter 8: Adventure Locales 171
- The Sable Drake 171
- Shatterhull Isle:
  - The Island of Witches 180
- The Lost Temple of Sekolah 189
- The Tamorean Vast:
  - Graveyard of Ships 199

Appendix: Encounter Tables 212

Introduction

Soveliss knelt in the gray mud of the cavern floor and frowned. The tracks were unmistakable: four pairs of broad, segmented feet, each step deeper at the toes than at the heel, followed by the broad wallow of the tail.

"Chuul," he said softly. His eye fell on a small splatter of blood, a place where the monster's steps hesitated for a moment before continuing. Likely the creature had paused at this spot to shift the villager from one claw to the other.

Ahead of him a great black lake stretched off into the darkness, cold and still as death itself. Water dripped somewhere in the unseen reaches of the cave, a single drop every ten heartbeats. The chuul's tracks continued into the icy water.

"The lake?" rumbled Tordek. The dwarf stood with his feet planted wide, eying the water with distaste.

"Yes," said Soveliss. The elf straightened and brushed the mud from his hands. "It went in, but it did not come out. I think it knows that we followed it here."

"Damn," said Tordek. He looked at the lake again and shook his head. "I hate the water."

Terrible sea demons guard great treasures in the vaults of drowned cities. Sahuagin warbands terrorize the towns and villages of the coast. Malevolent wizards lurk on distant islands, leaving the wretched spawn of their experiments to prey on any who pass near. Bold explorers roam the seas in search of new lands and marvels never before seen by human eyes, while cruel pirates plunder their way across the watery divides. Deadly aberrations lurk in the ebon seas of the underground realm, and swift, lightless rivers cascade down through dungeon chasms into unimaginable depths below.

Stormwrack examines the perils and wonders of maelstrom adventures—that is, adventuring on or in the water, from ocean-spanning voyages to quests across the seas of the Outer Planes. A Dungeons & Dragons® game can embrace anything from exploring the dark depths of an underground lake or rafting down a jungle river to magical journeys into the lightless deeps of the ocean. *Stormwrack* is not just a book about sailing ships and seafaring campaigns but also about the hazards and challenges of all sorts of watery environments.

How to Use This Book

Stormwrack is intended for use in any Dungeons & Dragons® game. You will need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* to make use of the material in this book. A number of creatures from *Monster Manual II* and *Fiend Folio* are included on the encounter tables in the appendix. In addition, you might find it useful to have the *Epic Level Handbook* and the *Expanded Psionics Handbook*, since this book contains a small amount of material designed for use with the systems introduced in those rulebooks.

The topics covered in this book include:

Chapter 1: Into the Maelstrom. This chapter contains an extended discussion of aquatic terrain and the perils of water environments, as well as information on weather, navigation, and naval combat.

Chapter 2: Races of the Seas. Two new aquatic PC races, the aventi and the darfellan, make their debut in this chapter, which also provides details about aquatic elves as a player character race. It also describes the hadozee, a seagoing race that excels at the art of sailing. In addition, it discusses water-oriented cultures of standard races, such as seacliff dwarves, wavecrest gnomes, and shoal halflings.

Chapter 3: Classes and Prestige Classes. This chapter describes how the various standard classes operate in an aquatic environment, both above and below the waves. In addition, it introduces seven new prestige classes associated with aquatic environments, including the knight of the pearl, the scarlet corsair, and the sea witch.

Chapter 4: Skills and Feats. This chapter offers aquatic applications for many skills and gives twenty-four new feats that improve characters' performance in and around the water. It also describes the roles played by various members of a ship's crew and its officers.

Chapter 5: Ships and Equipment. More than twenty different types of ships, from the caravel and the longship to the elf wingship and the magic-powered theurgeme, are detailed here. The chapter also describes shipboard weapons such as the great bombard, and personal gear such as the harpoon, cutlass, and sextant.

Chapter 6: Spells and Magic Items. This chapter details more than forty new spells that enable characters to do everything from swim more quickly to summon a fiendish kraken, in addition to a few new water-related epic spells and psionic powers. It also includes new magic items suitable to aquatic campaigns, such as *living figureheads* and the dreaded *bag of teeth*.

Chapter 7: Monsters. This chapter presents more than three dozen new monsters that can be encountered in aquatic environments, from piranha swarms and aquatic dinosaurs to the legendary scyllan.

Chapter 8: Adventure Locales. This chapter outlines four aquatic adventure locales. "The Sable Drake" (EL 5) pits PCs against a band of goblin pirates with a wily leader. "Shatterhull Isle" (EL 6) describes an adventure site that has lured many a ship to its doom. "The Lost Temple of Sekolah" (EL 9) tells of pious sahuagin intent on reclaiming an unhallowed shrine. Finally, "The Tamorean Vast" (EL 12) sets PCs the task of solving the mystery of why ships keep disappearing in a particular stretch of open sea.

Appendix: Encounter Tables. This appendix provides a set of EL-based encounter tables for all your aquatic encounter requirements: marine (seas and oceans), freshwater (lakes and rivers), and dungeon (upperdark, middledark, and lowerdark).

Illus. by D. Griffith

Even while I gazed, this current acquired a monstrous velocity. Each moment added to its speed—to its headlong impetuosity. In five minutes the whole sea, as far as Vurrgh, was lashed into ungovernable fury; but it was between Moskoe and the coast that the main uproar held its sway. Here the vast bed of the waters, seamed and scarred into a thousand conflicting channels, burst suddenly into phrensied convulsion—heaving, boiling, hissing—gyrating in gigantic and innumerable vortices, and all whirling and plunging on to the eastward with a rapidity which water never elsewhere assumes except in precipitous descents."

—Edgar Allan Poe, "A Descent into the Maelstrom"

In centuries gone by, people regarded the waters of the world with fear, awe, wonder, and terror. The deeps were places no human being had plumbed, inhabited by strange and frightening creatures. The far shores of the world were *terra incognito*, unexplored lands where all kinds of unlikely creatures and mysterious perils might lurk.

Water has always posed a powerful lure to adventurers of all kinds. It is a frightening and forbidding barrier to the dungeon explorer, offering the promise of a horribly cold and lightless death. In the water, even the most skillful and daring of heroes is peculiarly vulnerable: slow, weak, and blind when compared to her normal capabilities. Water is a road to mystery, wonders, and monsters for the seafarer, a realm of chaos and disorder in which impossible things happen and the gods repay the hubris of humankind with terrible dooms and curses. Finally, water hides a parallel dimension only a few feet below its surface, where untold treasures and marvels (and sometimes horrors) await those who overcome the barrier between these two worlds.

The maelstrom serves as something of an allegory for the power and peril of water. At times it is calm and safe, a familiar road easily crossed—but at other times it is a dark and lethal vortex, a force so powerful that no courage, skill, or magic can hope to quell its blind hunger or escape its insidious grasp. Even the bravest of heroes hesitates before risking its wrath.

AQUATIC ADVENTURES

Aquatic adventures take many forms: A dark, still lake, in which lurks a terrible monster; a great underground cataract, thundering and racing down through measureless caverns; a sunken city dreaming beneath the glassy waves of a tropical sea; a cold and forbidding island in the fogbound waters of the north, where a cabal of necromancers practice their grisly craft.

Adventuring in or around the water revolves around one of four basic themes: the water obstacle, the seafaring adventure, the mythic-island adventure, and the underwater adventure.

The water obstacle is the most common maelstrom environment most adventurers encounter. In the course of exploring a dungeon of some kind, the party encounters a room filled with water. It might be an underground river barring their progress, a subterranean lake of unknown extent, or simply a fiendishly effective trap or barrier designed to limit the heroes' progress. In order to overcome the obstacle, the characters must subject themselves to a difficult and dangerous environment in which their strengths are largely negated, or they must make resourceful use of magic and skills in order to bypass the watery stretch. Monsters better adapted to water than most player characters naturally make great use of water obstacles; heroes fighting aboleths or kuo-toas should not expect to defeat their foes without getting wet sooner or later.

Seafaring adventures are typically what most people envision as an adventure set on or around the sea. The heroes are traveling to a distant, exotic land, or hunting down a vicious gang of pirates, or are pirates themselves—perhaps good-hearted rogues and scoundrels who battle against the tyranny of an evil empire, perhaps murderous plunderers and killers who rob and pillage their way across the seas. Some campaigns are built around seafaring adventures, but usually a seafaring adventure is a single chapter in the heroes' career: a single memorable adventure for characters who soon return to more conventional dungeon adventuring. Seafaring adventures can use a voyage solely as a story mechanism, a way to move the heroes to some exotic foreign locale, or the voyage itself might be the adventure.

The mythic-island adventure is a variation on the seafaring adventure. For thousands of years, islands have been regarded as places of mystery, idiosyncratic worlds where all kinds of strange things might be true—an island occupied solely by hill giants, where everything else is giant sized; an island of the undead, where vampire nobles rule over courts of ghouls, ghasts, and mohrgs; an island of deadly beauty, in which seemingly innocuous creatures are merciless foes. A mythic island is a microcosm in which any or all normal expectations might be reversed. It might be as simple as a jungle island where the heroes confront an array of monsters they don't normally encounter, or it could be as complex as an island city-state where magic use is horribly dangerous and wizards therefore arrested on sight. Heroes exploring the campaign's mythic islands could be in for almost anything and must adapt their expectations and tactics to suit the particular conditions of each island they encounter.

Finally, underwater adventures are truly unusual. The sea itself is an exotic locale, a realm of marvels and terrors that landbound adventurers can scarcely imagine. The heroes might be hunting a deadly sea monster terrorizing the towns of the coast, exploring the magnificent ruins of a sunken city, or descending into the black and lightless depths of a dark, still lake in search of a lost artifact. Unlike a water obstacle in a dungeon, an underwater adventure requires a long-lasting and durable adaptation to water, since the characters might spend days or even weeks submerged. Powerful magic of some kind (a *water breathing* spell, a *polymorph any object* spell to change a human into a merfolk, or a magic item such as a *cloak of the manta ray*) will certainly be required for success unless the characters are already members of aquatic races.

SEAS AND OCEANS

The first thing that leaps to mind in regards to aquatic adventuring is, naturally, adventures in and around seas and oceans. The sea is often regarded as the realm of chaos, the darkness and disorder that existed before anything else was created. It is powerful, majestic, and utterly capricious. Heroes who venture into this realm of chaos and terror represent the boldest (or most foolhardy) of adventurers, daring storm, shipwreck, starvation, sea monsters, and the wrath of the gods themselves. Storytellers and poets of dozens of cultures use the sea to frame stories of adventure, exploration, and sheer fancy, since who can say for certain what might lie over, under, or beyond the sea?

Seas and oceans aren't just places to go have adventures. They are also the great roads of the world, a vast commons on which the trade, communications, and warfare of a hundred coastal lands depend. Even in the fantastic world of the Dungeons & Dragons game, a sturdy sailing ship offers the fastest and safest way for most people to travel or send any large volume of goods from one place to another. Most merchant ships stick to short, safe, well-charted routes, hugging familiar coastlines as they ply the waters between their ports of call. Only the boldest and most intrepid of merchants dare crossings that keep them out of sight of land for more than a day or two, or routes that carry them along dangerous and unfamiliar coasts.

RIVERS

While the power and majesty of the sea is an obvious source of inspiration, waters of all kinds are imbued with mythic power. Rivers bring life, trade, and prosperity to many lands or offer mysterious routes deep into unexplored lands for those who dare to follow them.

Rivers are natural obstacles to people traveling by land. Shallow or slow-moving rivers can be forded, swum, or rafted over, but any river crossing entails hard work or risk. A party of travelers can lose a horse or two while swimming or fording a swift-running river. Valuable goods might be soaked or lost. Finally, wading or swimming a river exposes a party to the danger of unseen monsters in the water who

might strike when the travelers are at their most vulnerable. Because good-sized rivers are such formidable obstacles, crossing points such as fords, ferries, or bridges are vitally important chokepoints for trade and travel—and all too often attract monsters, thieves, or brigands.

While rivers are challenging obstacles to overland travel, they are a quick way to travel if you have a sturdy raft, canoe, or boat. The choice of directions is somewhat limited, but travel by boat between two towns on the same river is usually far faster and safer than walking or riding. As with seagoing ships, a well-made raft, barge, or keelboat can move much heavier cargoes than any train of wagons or carts moving by road. Broad, slow-moving rivers in civilized lands form vital highways that carry enormous amounts of commerce. Rivers in unsettled or unexplored lands will probably not carry trade, but they do offer parties traveling by boat an easy and comfortable journey compared to exploring on foot.

Of course, not all rivers are suitable for navigation. Rapids, shallows, or waterfalls block travel or, worse yet, can pose sudden dangers to parties.

LAKES

Much like rivers, large lakes are challenging obstacles to parties traveling by land, and broad, easy roads to parties traveling by boat. Lakes can rarely be forded or swum—travelers must detour around them, or obtain a boat to cross.

Lakes, like seas, often hold an element of mystery and myth. Each lake is its own world, a tiny domain of the unknown in the middle of a familiar land. Very large lakes are seas in their own right, great waters that can be stirred to frightful storms or haunted by terrible monsters of the deeps. Lakes in beautiful natural settings such as high mountains or mist-bound forests are places of great natural power, and can be home to powerful and capricious fey. Even relatively small lakes are often home to untamed spirits or sinister monsters, or serve as gateways into hidden worlds.

COASTS AND ISLANDS

Lands touched by the sea or surrounded by great waters are often places of rare peril. Removed from the mundane world of humankind, the intervening waters, exotic coasts, or lonely islands often hold hordes of monsters, dire enchantments, or insidious dangers. The songs of harpies or sirens, the malevolent magic of evil sorcerers, dragons in their lairs, chained demons, or bloodthirsty gods of stone and iron all await to destroy those who intrude upon their domains.

Particularly remote, desolate, or hard-to-reach islands often serve as worthy destinations for the boldest of adventurers. In general, the farther you sail and the more dangers you pass through, the greater and stranger the wonders you will find. In the most remote reaches of the sea lie islands where the very nature of the world frays and changes, places where the thin, cold winds of the seas beyond the world carry many strange and terrible things to rest.

Even familiar coasts or settled islands hold a hint of the extraordinary about them, for any coast is a place where the two worlds—the world above the waves and the world below—meet and interact. Ancient port-towns are home to far-traveled mariners, who whisper of distant wonders and unimaginable horrors waiting across the face of the deep. Desolate and empty coasts hold the hidden lairs of bloodthirsty pirates and the lonely towers of sinister wizards. The coastal waters are home to many sea folk, such as aquatic elves, locathah, and sahuagin, as well as larger monsters such as scrags, merrow, and giants.

CAVERNS AND DUNGEONS

Many adventurers encounter maelstrom environments and challenges in the most unlikely of places—the deep tunnels, caverns, and dungeons of the world. Subterranean waters fall into one of five general categories: pools, wells, and canals; underground rivers; underground lakes and seas; sea caves; and marine caverns.

Subterranean waters are usually quite cold, unless warmed by hot springs or other geothermal activity. Characters who enter cold water are subject to hypothermia (see page 11). They are also pitch black; unless a character has darkvision or a waterproof light source, it can prove almost impossible to navigate the depths of a subterranean lake or pool.

POOLS, WELLS, AND CANALS

Dungeon and fortress builders often include extensive water features in their construction. In the first place, any complex intended for extended habitation must have a good source of clean water. Secondly, water features form excellent defenses, forcing invaders into difficult and time-consuming detours. Water can be very useful for transportation and performing work, even underground. Finally, many cultures and races revere water and admire its use in architecture, and therefore use it for decorative or ceremonial purposes in places such as temples, plazas, or palaces.

Sophisticated use of water features signifies a good deal of skill in stonework and subterranean construction. Dwarven citadels often include extensive water features, some of which can be natural underground waterways the dwarves incorporate into their structure, as well as canals, waterwheels, or fiendish flooding traps to defend the citadel. Kuo-toa strongholds include even more extensive water features; kuo-toa temples are often surrounded by large pools, with various parts of the complex reachable only through flooded tunnels.

UNDERGROUND RIVERS

Many of the greatest and most extensive cave systems were carved over millennia by flowing water. Underground rivers are generally more precipitous than surface rivers, and therefore much less navigable—they are obstacles, pure and simple, and only the boldest or most desperate of adventurers would attempt to ride one into unknown depths when catastrophic rapids or dizzying lightless cataracts might wait around every bend.

Underground rivers have portions that completely fill the passage they follow, leaving no air space above, and portions that fill the bottom part of larger tunnels, leaving room for breathing (and possibly boating). Water runs downhill, of course, so underground rivers rarely emerge into daylight unless they begin in an area of high elevation (inside a hill or mountain) and emerge in an area of significantly lower elevation. Most underground rivers simply descend lower and lower until they vanish into the gloomy abysses of the deep Underdark, tumbling in miles-high cascades into great Underdark seas.

Illus. by F. Vohwinkel

A water trap can be more deadly than it appears

UNDERGROUND LAKES AND SEAS

Somewhat less dangerous than underground rivers, subterranean lakes and seas are the largest water features to be found underground. As on the surface world, a lake or sea serves as a broad and easily traversed highway for travel, provided you have a boat—but boatmaking materials tend to be in short supply in the Underdark, so relatively few people can avail themselves of this mode of travel.

Underground lakes often have completely submerged sections, places where the cavern roof descends to meet the surface of the water, leaving no air overhead. Long, water-filled passages pose a considerable challenge to air-breathing characters. Underground lakes represent valuable territory in the Underdark; supplies of fresh water often attract monsters, and few large lakes aren't home to some unpleasant denizen or another that sits comfortably atop the local food chain.

Underground seas are simply lakes of enormous extent, sometimes hundreds of miles across. Great columns miles thick support the incalculable weight of the sea's roof, forming towering islands whose mountaintops meet the cavern ceiling. As with smaller underground lakes, extensive portions of an underground sea can fill caverns right up to the roof, offering air breathers no passage without resorting to magic.

Underground lakes and seas are the demesnes of the terrible aboleths, whose sunken cities lie deep in the black and lightless waters.

SEA CAVES

Mountainous or rocky coasts commonly feature numerous sea caves, created through the ceaseless battering of waves against rock. Sea caves are naturally found close to sea level;

FRESH WATER VERSUS SALT WATER

The Dungeons & Dragons game does not distinguish between creatures that live in freshwater, creatures that live in saltwater, or creatures that can survive in either. Most monsters are completely insensitive to the difference—you can find aboleths in the bottom of Underdark rivers and seas or in the deep ocean trenches. The encounter tables given in the Appendix reflect an implicit division of animals and monsters into creatures found in fresh water (nixies) and creatures found in salt water (aquatic elves or sahuagin), but otherwise an aquatic creature is an aquatic creature.

At the DM's discretion, creatures that belong in the other kind of water must make a Constitution check once per hour (DC 10, + 1 per previous check) or take 1d6 points of nonlethal damage. Creatures who take damage from a saltwater or freshwater environment become fatigued and remain so as long as they remain in an environment they aren't suited for.

deep underwater, there's no wave action to speak of, and the sea can't reach very high above the normal high-tide line. Sea caves often have partially flooded entrances (or entrances flooded at high tide), permitting swimmers or small boats to enter under the right conditions.

Sea caves usually offer a mix of flooded and dry chambers, although surging wave action can make flooded portions of the cave dangerous to enter—weak swimmers can be swept away or battered against the cave's rocky walls.

MARINE CAVERNS

Finally, marine caverns are great cavern systems in the sea bed. Some are vast, flooded caverns in the deep seafloor, huge abysses that serve as lairs to the largest and most powerful marine monsters. Others are the mouths of underground rivers that can stretch for miles only a few dozen feet below the surface of shallow sea bottoms and low-lying land. Another type of marine cave is the blue hole, often found in warm, relatively shallow waters. A blue hole is a collapsed sinkhole that was formed on dry land but then inundated by rising sea levels. Blue holes often have extensive limestone cavern systems extending from the sides of the central hole.

Usually these vast caverns are completely flooded, creating lightless gulfs where even the most fearsome sea monsters rarely go. Occasionally, however, some marine caverns have water-filled passages that lead to air-filled spaces below the seabed. These fantastic caverns can be hundreds or thousands of feet below the ocean surface and lead into vast "lost world" caverns hidden beneath the sea.

PLANAR SEAS

Beyond the Material Plane lie seas of literally infinite extent, enticing bold-hearted mariners with access to powerful magic to explore oceans few mortal eyes ever behold. Many of the dangers described in Water Hazards below are significantly larger, stronger, more prevalent, and more malevolent on other planes of existence.

ELEMENTAL PLANE OF WATER

The Elemental Plane of Water is the ultimate origin of the maelstrom and all its wonders and perils. The great oceans and mighty rivers of the world are manifestations of elemental power, and direct portals linking the Material Plane and the Elemental Plane of Water can be found in the ocean deeps and the springs from which the largest rivers flow. Creatures native to the Elemental Plane of Water often visit the seas of other worlds, and so monsters such as tojanidas, marids, and elementals are common in such areas.

A visit to the Elemental Plane of Water is a daunting challenge for air-breathing characters, but water-breathers can manage it easily. The great majority of the Elemental Plane consists of nothing *but* water, so vessels designed to travel on the surface have no business entering this plane. However, there are rare places in the Elemental Plane where great pockets or islands of Elemental Air intrudes, forming titanic bubbles that can be dozens or even hundreds of miles across. A bold captain who knew exactly which portal to take could bring a ship to the interior surface of such a bubble and sail on the inside of a spherical air pocket within the Plane of Water.

Characters exploring the Elemental Plane of Water in the conventional fashion (swimming and breathing water) find a world that looks very much like the depths of any Material Plane ocean. There is no bottom and no surface, but suspended within this universe of water lie all sorts of debris and jetsam—great drifting rocks and boulders from the Elemental Plane of Earth, huge forests of kelp and seaweed, and tremendous currents and eddies that can wash a traveler miles out of his way.

Naturally, elementals with the water subtype are quite common on the Elemental Plane of Water. A great variety of sea life of all sorts, including monsters such as krakens and morkoth, also lurk within the endless deeps. The Plane of Water is home to the race of tritons, and marids (the most powerful of genie kind) dwell here in great palaces of pearl and coral.

ABYSM

The realm of Demogorgon, the 88th layer of the Abyss is a plane of briny water broken by rocky prominences. Demogorgon's palace is a great serpentine double tower, each crowned by skull-like minarets. Below this mighty fortress extend measureless chill and darkened caverns. Fiendish aboleths, krakens, and ixitxachitl roam the foul seas of Abysm, warring incessantly with each other.

PORPHATYS

The fifth layer of Carceri is a infinite string of worldlets covered in cold, shallow oceans over which acidic black snow perpetually falls. Low islands scarcely bigger than sandbars rise above the waves. A great white caravel known as the Ship of One Hundred roams the seas without benefit of crew or master, although stranded travelers sometimes board the sinister vessel and remain for a time, hoping that the ship's wanderings might bring them to a portal from which they can escape Porphatys.

STYGIA

The fifth layer of the Nine Hells is a great, frozen sea covered in crushing ice floes and icebergs. The only open water is the Styx itself, a broad, winding lead of dark water half choked with ice. Stygia offers ships few places to sail other than the river itself, but its ocean extends for an infinite distance beneath the mighty icecap.

The Plane of Abysm

Illus. by J. Nelson

LUNIA

The first of the Seven Heavens, Lunia is girded by the dark, starry Silver Sea. Its shores are dotted with the white citadels and redoubts of Celestia's residents, and its deeps are home to many good-aligned aquatic creatures, including celestial whales and aquatic elves.

THALASIA

The fourth layer of Elysium is Thalasia, the source of the great River Oceanus that winds among the upper planes. Thalasia's great sea is dotted with fair green islands, known as the Blessed Isles, Avalon, or the Isles of the Holy Dead. Many great heroes rest here, waiting for the day they are needed again. The sun deity Pelor inhabits a mighty citadel in Thalasia.

AQUALLOR

Second of Arborea's layers, this mighty ocean is without islands or shores. It marks the end of the River Oceanus. Tremendous storms sweep its surface, and in its darkest depths lie vast maelstroms that lead back to Oceanus's headwaters in Thalasia. Aquallor is home to many aquatic elves and sea creatures of all sorts, including the elf deity Deep Sashelas, who rules the plane from his palace of coral, gold, and marble.

WATER HAZARDS

Water holds a number of dangers for the unwary or luckless adventurer—terrible aquatic monsters, the threat of drowning in dungeon pools or being battered to death in heavy surf, or simply the opportunity to starve or die of thirst on a lost or becalmed ship.

CURRENTS AND STREAMS

Rising or ebbing tides, the draw of heavy surf, the steady flow of a river, or the headlong rush of a fast-moving stream all create powerful currents. Even a relatively slow-moving current can be extremely difficult for a human to swim against. See Flowing Water, page 92 of the *Dungeon Master's Guide*.

A current has two important traits: direction and strength. If you are in a current (whether swimming or boating), the current moves you in the direction of its flow by a certain number of feet per round at the end of each of your turns. The distance varies with the strength of the current:

Current Strength	Swimming Speed	Boating Speed	Swim DC
Light	5 ft./round	1/2 knot	10
Vigorous	10–30 ft./round	1–3 knots	15
Dangerous	40–60 ft./round	4–6 knots	20
Irresistible	70–90 ft./round	7–9 knots	25

Light currents are found in light surf (see page 17) or slow-moving rivers.

Vigorous currents are found in the draft of heavy surf (see page 17), in full-rushing rivers, or in areas of very strong tidal flows.

Dangerous currents are found in the draft of very heavy surf, in moderate river rapids, or extreme tidal flows. If you are swept into a solid object (such as a boulder) or a hazardous area by a dangerous current, you might take damage; you take 1d4–1 slam attacks per round, each at +2 melee, dealing 1d4 bludgeoning damage for each hit.

Irresistible currents are found in the most violent of rapids, and sometimes in rare undersea bores or jets. If you are swept into a solid object or hazardous area by an irresistible current, you might take damage; you take 1d4 slam attacks per round, each at +8 melee, dealing 2d4 bludgeoning damage for each hit.

Natural swimmers are not immune to powerful currents, but creatures whose swim speeds exceed the speed of a current can at least make headway against it.

DEPTH

Very deep water deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A Fortitude save (DC 15, +1 for each previous check) means that you take no damage in that minute.

Any creature with the aquatic type ignores pressure for the first 500 feet of depth, and only takes 1d6 points of damage per 200 feet below that when determining vulnerability to pressure damage. For example, an aquatic elf at a depth of 900 feet is subject to 2d6 points of pressure damage per minute, as opposed to the 9d6 points of pressure damage a surface dweller faces.

Some deep-dwelling creatures are completely immune to pressure damage. Aberrations, elementals, and outsiders with the aquatic subtype are generally immune to pressure damage, as are certain other creatures adapted to the environment (such as giant squids or whales).

DROWNING

Obviously, drowning is one of the most immediate and lethal threats posed by a maelstrom environment. You must make Swim checks to remain afloat in water. If you fail your Swim check by 5 or more, you begin to sink, as described in the Swim skill (*Player's Handbook*, page 84). You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions; each standard action you take reduces the duration for which you can hold your breath by 1 round. After that duration, you must make a Constitution check (DC 10, + 1 per previous check) to continue holding your breath. If you fail the Constitution check, you begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Stunned or dazed creatures in the water automatically fail Swim checks, and go under. They do not get an opportunity to draw a breath before sinking and must begin making Constitution checks to hold their breath on the next round after they go under.

Comatose, dying, paralyzed, sleeping, or unconscious characters fail their Swim checks and go under. On the round after they go under, they fail their Constitution checks and begin to drown.

HYPOTHERMIA

Cold water can kill quite quickly through hypothermia (the loss of body heat), but surprisingly even water as warm as 70° F or 80° F can kill, given a few hours.

Very cold water is water encountered while the air temperature is cold (40° F) or colder, water in any cold aquatic terrain, and water in deep subterranean lakes and rivers. Very cold water deals 1d6 points of nonlethal damage per minute of exposure. You can negate this damage with a successful Constitution check (DC 15, +1 per previous check).

Cold water is found in moderate air temperatures (40° to 60° F), in temperate aquatic terrain (except in summer), and in subterranean lakes and rivers that are relatively close to the surface in warm lands. Cold water deals 1d6 points of nonlethal damage per 10 minutes of exposure. You can negate this damage with a successful Constitution check (DC 12, +1 per previous check).

Warm water is found when air temperatures are warm or hot (60° F or warmer) or in warm aquatic terrain. Warm water deals 1d6 points of nonlethal damage per hour of exposure. You can negate this damage with a successful Constitution check (DC 9, +1 per previous check).

Creatures native to cold or temperate aquatic environments are immune to hypothermia brought about by exposure to warm, cold, or very cold water. Creatures native to warm aquatic environments are immune to hypothermia from warm or cold waters, and treat very cold water as cold water.

LIGHT

Water is not perfectly transparent; as you descend, less of the sun's light penetrates the water. Sunlight serves as a source of illumination during daylight hours, but sunlight's ability to provide illumination quickly diminishes as you go deeper into the water.

Sunlight as a light source provides the following amount of illumination in the water. Refer to Vision and Light on pages 164–165 of the *Player's Handbook*.

Sunlight as a Light Source

Depth	Bright	Shadowy
30 ft. or less	100 ft.	200 ft.
31–60 ft.	60 ft.	120 ft.
61–120 ft.	30 ft.	60 ft.
121–180 ft.	20 ft.	40 ft.
181–300 ft.	10 ft.	20 ft.
301 ft. or more	—	—

Creatures with low-light vision can see objects twice as far away as the given distance, just as they do by torchlight or lantern light. Similarly, creatures with darkvision can see out to the extent of their darkvision.

Murky Water: Water containing a lot of sediment, debris, or organic matter is often quite murky. Most rivers and lakes are murky, while some are very murky.

Murky water reduces the radius of illumination provided by a light source (the sun or a carried light source, such as an object with a *light* spell cast on it) by 50%, since light scatters and reflects from matter hanging in the water. For example, a *sunrod* normally provides bright illumination to a range of 30 feet and shadowy illumination to 60 feet, but in murky water these are reduced to 15 feet and 30 feet, respectively.

Very murky or muddy water obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (20% miss chance).

SINKING AND SHIPWRECK

It's unfortunate but true: Vessels that adventurers embark on seem to meet bad ends with distressing predictability. They are caught up in the storm of a sea god's wrath, they are wrecked on uncharted reefs, they are burned by dragons and crushed by krakens, and all aboard must take to the boats or swim for their lives.

Without consideration for the numerous ways that monsters or magic might destroy a vessel, most ships sink in one of four ways: grounding, battering, foundering, or capsizing. In calm waters, grounding is an obstacle that can usually be overcome with a few hours or days of hard work. Ships that run aground in relatively calm seas aren't completely sunk; it's possible to float a ship free with a lot of work, although a ship with a badly damaged bottom (from running up onto coral or rocks, for example) can indeed sink once it's been pulled free. Ships that ground in mud or sand are in much better condition.

Ships sinking through battering are dangerous places to be—yardarms come crashing down, fittings burst, masts wrench free of their seats, heavy objects come loose and roll or fly about. Every round, a character aboard such a vessel has a 20% chance of being subjected to a slam attack (attack bonus +6, damage 1d10) and a 20% chance of being hurled into the water, ready or not.

When the crew loses control of a ship, typically because the helm has broken or the masts fallen, it either becomes a derelict or, if less seaworthy, begins to founder. A foundering ship is at the mercy of the waves and often turns so that green water (see page 20) breaks across its sides. Unless the ship can quickly be turned either into or away from the wind, it will fill with water (when the hatchways give in) and either capsize or sink.

A top-heavy ship (for example, a sailing ship whose sails have become waterlogged) or one that receives a sudden blow from below can capsize (see page 24). A capsizing ship turns upside down and is completely disabled. While air trapped in the inverted ship can keep it afloat for days or even weeks, it is almost impossible to restore the ship to its proper orientation. Any surviving crew are typically forced to huddle on the exposed hull, without supplies, and hope for rescue. Capsizing is a favorite attack strategy for some aquatic creatures, such as plesiosaurs and dragon turtles.

A ship reduced to a sinking state cannot move (although a powerful wind or current can continue to push the hulk for a time). It takes d% minutes for a sinking ship to finally slip under the waves. Reduce this number by 50% if the vessel is caught in inclement weather, or by 75% if the ship is caught in a storm.

After a ship goes under the surface, it "falls" at a rate of 200 feet per round until it reaches the bottom. Anyone who rides a ship all the way down takes 4d6 points of falling damage when it strikes the bottom.

SPECIAL PERILS OF THE SEAS

More than a few adventurers have drowned in dungeon wells or perished in terrible shipwrecks, but the maelstrom holds many other perils for the unprepared or unlucky who venture within its grasp. Strange curses and blights wait in the dark, deathlike waters of lightless caverns and in the foulest reaches of the sea.

DISEASE

Dangerous diseases found in or around the sea often plague maelstrom environments. See page 292 of the *Dungeon Master's Guide* for an explanation of diseases and their workings.

Disease	Infection	DC	Incubation	Damage
Coral scratch	Injury	12	1d4 hours	1d3 Dex
Sea rot	Contact	20	1 day	1d6 Con + 1d6 Str
Sea sores	Ingested	14	1d4 days	1d4 Str + 1d2 Cha
Suntouch	Exposure	18	1 day	1d6 Wis + 1d2 Con

Disease Descriptions

The following diseases are often encountered in seafaring environments.

Coral Scratch: Characters who take damage from contact with coral must make Fortitude saves or contract coral scratch. If a character contracts coral scratch, the hit point damage dealt by the exposure to coral does not heal naturally until the character recovers or is cured of coral scratch.

Sea Rot: Usually found in the worst sort of sargasso, sea rot is caused by contact with infected creatures. When a character takes damage from sea rot, he or she must succeed on another save, or 1 point of the ability damage becomes permanent ability drain instead.

Sea Sores: Contracted from eating or drinking food or water of poor quality, such as that found in the stores of poorly provisioned ships.

Suntouch: Caused by heat damage in dead calm (see page 13). Characters reduced to 0 Wisdom by suntouch are rendered insane instead of comatose, acquiring an overpowering compulsion to immerse themselves in the sea and/or drink seawater.

POISON

Many aquatic creatures are horribly venomous and produce deadly natural poisons. Some of these are commonly harvested by aquatic races and used against their foes. See the accompanying table.

Inhaled poisons generally do not work underwater. However, one inhaled poison (yellow urchin extract) is a thick, milky fluid that is manufactured for use underwater.

Marine Poisons

Poison	Type	Initial Damage	Secondary Damage	Price	Trap CR Modifier
Fire coral extract	Contact DC 13	Nauseated	1d4 Dex	150 gp	+2
Stonefish venom	Injury DC 14	1d8 Dex	1d4 Con	180 gp	+2
Cone snail venom	Injury DC 12	1d4 Con	1d6 Con + paralysis	120 gp	+2
Yellow urchin extract	Inhaled* DC 15	1d4 Dex + 1d4 Wis	1d6 Dex + 1d8 Wis	800 gp	+3
Sea snake venom	Injury DC 16	1d6 Con	1d6 Con	1,100 gp	+4
Blue anemone oil	Contact	1d4 Str + 1d4 Dex	Blindness	400 gp	+4
Sekolah's judgment	Ingested DC 18	1d6 Con + nauseated 2d6 rounds*	3d6 Con	3,000 gp	+5

* A character who makes the save is nauseated for 1d6 rounds.

A single dose creates a faint, milky cloud 10 feet by 10 feet, that hovers in the water for 10 minutes before dispersing (or only 1 minute in a strong current). A creature with the aquatic type (or a creature using *water breathing* or a similar effect) who enters the poisoned water breathes in this poison, but a creature holding its breath does not.

SUPERNATURAL DANGERS

Powerful and sometimes malevolent magic lurks in the deeps of underground waters and the wide expanse of the ocean. Stormfire plays about a ship's masts in the midst of the most terrible hurricanes, yawning maelstroms swallow ships in otherwise calm waters, and fearsome calms trap seafarers in empty watery wastes until food, water, and hope itself run out.

Avoiding Supernatural Dangers: In general, characters approaching an area plagued by one of these supernatural dangers, or in an area about to be struck by one, are entitled to a DC 20 Survival check to detect the approaching danger 1 minute before it strikes (or immediately before entering the affected area, in the case of a hazard they're moving into).

Airy Water

Considered a boon by any air-breather who encounters it, airy water is a stretch of water that is breathable by both air-breathers and water-breathers. It is filled with streaming effervescent bubbles, and normal marine animals usually avoid it. Airy water is sometimes found in the palaces of good-aligned aquatic creatures such as merfolk, aquatic elves, or even storm giants. Even after such places are abandoned or destroyed by evil, the airy water can remain, allowing surface-dwellers to explore the submerged ruins of these places. Airy water is sometimes found in dungeon water features, offering a secret passage from one place to another to those who know the water's secret.

Characters in airy water are subject to all the normal movement and combat penalties for being in the water—they just have no risk of drowning.

Airy water is typically found in or around specific rooms or chambers and does not often occur in open water (although stories of shallow coral reefs or kelp beds filled with airy water abound).

Airless Water

The sinister opposite of airy water, airless water is a cold, lifeless dead zone. Within a pocket of airless water, aquatic creatures cannot breathe (nor can air-breathers, for that matter). Water-breathing creatures can "hold their breath" in order to enter or pass through a mass of airless water, just as air-breathers can hold their breath to enter water.

Airless water is sometimes incorporated as defenses in submerged strongholds or as deadly traps in dungeon water features, but they are more likely to occur lying close to the ocean floor and sinking down to fill trenches, depressions, and deep places along the bottom. Pockets of airless water have a dark, slightly viscous look that can be detected by observant characters.

Dead Calm

The terrible dead calm is a horror that terrifies even the boldest of sailors. Some portions of the ocean are cursed by evil sea gods and remain forever still and unmoving. No breeze stirs the waters, no current flows to carry a trapped vessel out of the calm. Those who enter all too often die slow, miserable deaths of starvation and madness, unable to escape from the dead calm's grip.

Dead calms are often found in conjunction with vast sargasso mats. In a dead calm, the weather is always hot and still, without a hint of a breeze. Characters in a dead calm who take damage from heat must succeed on a DC 18 Fortitude save or contract suntouch (see page 12). Dead calms are also notorious for attracting undead such as ghosts, spectres, lacedons (aquatic ghouls), and worse.

Dead calms often have the same effect as a *desecrate* spell (and the worst dead calms have the same effect as a *desecrate* spell containing an evil altar or temple, even if no such structure actually exists in the area).

Regions of dead calm normally extend for 10d10 miles. Oared ships can, with some work, free themselves, but sailing ships often have to resort to exhaustive towing work or powerful magic to escape the doldrums.

Maelstrom

Naturally occurring whirlpools are dangerous enough, but some whirlpools are supernatural maelstroms—places where portals to the Elemental Plane of Water,

divine manifestations of sea deities' power, or ancient curses have created monstrously powerful vortexes in the water.

Maelstroms come in one of four sizes: minor (10 to 40 feet in diameter), major (41 to 120 feet in diameter), greater (121 to 500 feet in diameter), and immense (501 feet to 2,000 feet in diameter). Maelstroms usually have a depth equal to their diameter.

Maelstroms are surrounded by strong feeder currents that can snare swimmers or boats far from the vortex itself, carrying them within the vortex's grasp.

Maelstrom Size	Current Strength by Distance		
	Strong	Dangerous	Irresistible
Minor	100 ft.	50 ft.	20 ft.
Major	500 ft.	250 ft.	100 ft.
Greater	1,000 ft.	500 ft.	200 ft.
Immense	1 mile	1/2 mile	1,000 ft.

Once a swimmer or ship is sucked into the maelstrom by the currents sweeping toward it (or simply has the misfortune of falling into the vortex directly), the target endures three distinct phases of danger: trapped, battered, and ejected. Minor maelstroms can only trap and batter objects or creatures of Huge size or smaller; major maelstroms can trap and batter objects or creatures of Gargantuan size, and greater or immense maelstroms can trap and batter creatures or objects of any size.

Maelstrom Size	Object Size	Time Trapped	Escape DC	Battered Damage
Minor	Huge	1d4 rounds	25	3d6
Major	Gargantuan	1d8 rounds	30	6d6
Greater	Colossal	2d6 rounds	40	10d6
Immense	Colossal	2d8 rounds	50	20d6

Trapped: The creature or vessel is trapped in the whirlpool, slowly being drawn down. Escaping from the trap region requires a successful Swim or Profession (sailor) check against the maelstrom's DC, based on its size. This moves the creature to a square adjacent to the maelstrom (the current doesn't sweep him or her back in immediately but can do so in subsequent rounds). Failing that, the creature or ship is unable to move of its own accord, and revolves helplessly in the whirlpool. At the end of a trapped character's turn, move him or her 30 feet clockwise around the rim of the whirlpool.

Battered: At the end of trapped time, the creature or vessel sinks into the maw of the maelstrom. This takes 1 round, during which the creature or object takes the indicated damage. For ships or vehicles, every section is damaged. Creatures can take no actions in this round.

Ejected: On the next round, the maelstrom ejects the creature or vessel at its bottom. The creature or vessel is now at the bottom depth of the maelstrom. If the maelstrom has a particular exit—for example, a hole in the bottom of a lake, or a portal to the Elemental Plane of Water—the creature or vessel passes through. Otherwise it comes to rest on the bottom or is adrift in the water a short distance from the bottom of the maelstrom's funnel (1d4×10, 20, 50, or 200 feet, depending on the maelstrom's size). A maelstrom without an exit simply generates currents flowing *away* from it on the bottom with the same strength as currents flow toward it near the surface. Buoyant creatures or objects return to the surface, but there's no reason they couldn't be caught in the maelstrom's grip again.

Stormfire

In the most terrible storms and hurricanes, ships are sometimes struck by stormfire, a capricious and seemingly malevolent phenomenon that has brought more than one vessel to complete ruin. Stormfire gathers slowly, beginning as a faint green phosphorescence dancing along a vessel's rigging and rails. In many cases it proceeds no further; it is simply a disconcerting omen but not dangerous. But sometimes (about 20% of the time) stormfire continues to gather and grow stronger, until suddenly it seems that the whole ship is wrapped in glowing green fire.

A creature entering a square containing stormfire has a 50% chance of being subjected to a brilliant emerald discharge that deals 2d6 points of electricity and 2d6 points of fire damage (Reflex DC 15 half). Stormfire manifestations usually last for no more than 2d8 rounds before guttering out, beginning in one random square on a ship's deck and spreading to one random adjacent square each round until the manifestation ends.

MARINE WILDERNESS TERRAIN

Adventurers exploring desolate coasts or undersea caves face a variety of challenging terrain, ranging from spectacular coral reefs to the emptiness of the open ocean.

The percentile tables given in each terrain type describe in general terms how likely it is that a given square has a terrain element in it. Don't roll for each square on your battlefield—instead, use the percentages to guide you in creating appropriate maps for the setting. For example, if you are creating a tactical map for a sandy beach featuring 10% driftwood, 20% dune, and 20% gradual slope, and your area covers 10 squares by 20 squares, you can assume that the entire beach will feature sand. About 20 squares on the map will also have driftwood, 40 squares will comprise dune terrain, and 40 squares will be a gradual slope.

BEACH TERRAIN

Beaches include sandy tropical islets, mighty windswept dunes, cold fogbound pebble shores of northerly

waters, or even black volcanic sands. Not all coastlines consist of beaches; in many places, land meets water in a broad tidal marsh or mangrove swamp, or along a high, rocky bluff.

The two types of beach terrain described here are sandy and rocky.

	Sandy	Rocky
Boulder or sea stack	—	10%
Driftwood	5%	15%
Dune	10%	—
Pool or stream	10%	10%
Rubble	—	40%
Sand, packed	10%	—
Sand, soft	40%	—
Surf, heavy	10%	25%
Surf, light	15%	—

Boulder or Sea Stack: A typical beach rock stands 1d6×5 feet tall and covers 1d6 squares. Boulders or rocks that stick out of the water are sometimes known as sea stacks (some of which can be very large indeed). Beach rocks are usually rough with easy ledges but can be slippery (Climb DC 15), especially if they lie below the high-tide line.

Driftwood: Large driftwood logs washed up on the beach are common near places where forests overlook heavy seas. Sometimes driftwood gathers in great, sprawling heaps of tangled logs, especially after storms. It costs an extra square of movement to cross driftwood, and driftwood provides cover as a low wall.

Dune: A typical dune is 2d6×10 feet long, 1d2×10 feet tall, and three times as wide as it is tall (some can be much, much larger). A dune consists of soft sand and a steep slope; it costs 2 squares of movement to enter each dune square, or 4 squares of movement if you are climbing up its face. Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first downhill square; mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A dune increases the DC of Tumble checks by 2.

Pool or Stream: Tidal pools, stream mouths, or standing seawater trapped behind a sandbar at low tide can be found on many beaches. A pool or stream has shallow water about 1 foot in depth. It costs 2 squares of movement to enter a pool or stream, and the DC of Tumble checks increases by 2.

Tidal pools are normally 1d4×5 feet wide. Streams or bar-trapped ponds are the same width, but can be hundreds of feet long.

Rubble: Pebble beaches are similar to areas of light rubble (see page 91 of the *Dungeon Master's Guide*). The DC of Balance and Tumble checks increases by 2.

Sand, Packed: Wet sand is hard, and comparatively easy to walk on. There are no movement penalties on packed sand.

Sand, Soft: The ground consists of soft, dry sand. It costs 2 squares of movement to enter a square with soft sand.

Surf, Heavy: Heavy surf consists of violently surging water about 4 feet in depth. It costs 4 squares of movement to enter a square of heavy surf, or characters can swim if they wish. Small or smaller creatures must swim to move through heavy surf. Tumbling is impossible in heavy surf. Any creature that begins its turn in a square of heavy surf must succeed on a DC 12 Strength check or Balance check, or fall prone.

The water in a square of heavy surf provides cover for Medium or Large creatures, and improved cover for Small or smaller creatures. Medium or Large creatures can crouch as a move action to gain improved cover, but creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Surf squares are normally found grouped together in a long line. If an area has both heavy surf and light surf, the light surf goes between the heavy surf and the beach.

A wave of heavy surf often has a riptide behind that can draw creatures out to sea (see Currents and Streams, page 10).

Surf, Light: Light surf has surging water about 1 foot in depth. It costs 2 squares of movement to enter a square of light surf, and the DC of Tumble checks in such a square increases by 2. Any creature that begins its turn in a square of light surf must succeed on a DC 6 Strength check or Balance check, or fall prone.

Stealth and Detection on a Beach: Open, sandy beaches offer little cover; the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 6d6×20 feet. Rocky beaches often have more cover at hand, reducing this distance to 4d6×20 feet.

TIDAL MARSH

Large saltwater marshes commonly form where low-lying land meets the ocean. Tidal marshes are often several miles wide, forming a narrow band along the coasts, often protected by sandy barrier islands.

Bog, deep	10%
Bog, shallow	20%
Creek	10%
Mud flat	10%
Open water	20%
Reeds	30%

Bog: Tidal marsh bogs are more accurately called sloughs, wallows, or ponds, but they are otherwise identical to the bog squares described on page 88 of the *Dungeon Master's Guide*.

Creek: A creek has the same effect as a deep bog (see Marsh Terrain, page 88 of the *Dungeon Master's Guide*), but it is normally 1d8 squares wide and meanders across the battlefield.

Mud Flat: A mud flat consists of bare, more or less solid ground. It costs 2 squares of movement to enter a square of mud flat.

Open Water: Large pitches of open water interspersed with wet, grassy land make up much of a tidal marsh. Open water is simply water ranging from 5 to 20 feet in depth; it tends to be shallower near land.

Reeds: Stands of tall reeds can be found in shallow water or on land. A stand of reeds offers concealment to anyone who ventures 5 feet into the reeds, and total concealment to anyone who has 10 feet or more of reeds between them and the viewer. It costs 2 squares of movement to enter a square of reeds, and the DC of Tumble checks in such a square increases by 2.

A stand of reeds is normally 1d8 squares wide.

Stealth and Detection in a Tidal Marsh: Tidal marshes tend to be flat and open; the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 6d6×20 feet. However, you're usually not more than a few squares away from a creek, slough, or stand of reeds to hide in, if you don't mind getting wet and muddy.

Illus. by J. Thomas

A reef encounter

CORAL REEF

Warm seas are renowned for their beautiful coral reefs. Encounters in coral reefs can be on the surface (characters can walk or wade on those portions of the reef that are awash, or submerged by not more than a few feet of water) or under the water (the characters and their adversaries are swimming).

In general, submerged coral reefs occupy water that is 1d8×10 feet in depth, and the coral itself is 1d4×10 feet in height (but does not rise above the surface in any event, since this will kill the animals whose shells make up the reef). Deepwater corals, though rare, can be found 200 or more feet down. A distinct reef or coral head is a steep-sided underwater boulder, hillock, or plateau anywhere from a few squares across to miles in extent.

Coral reefs that reach the surface (or close to it) occupy water that is 1d2×10 feet in depth, and the reef masses or coral heads are the same height—although deep channels, potholes, or the edge of the reef offer plenty of opportunities to get into deep water.

	Submerged	Surface
Coral, dead	20%	30%
Coral, living	30%	—
Coral, shallow	20%	30%
Pass	10%	10%
Pothole	—	5%
Sandy bottom	20%	10%
Surf, heavy	—	5%
Surf, light	—	10%

Coral, Dead: Near or on the surface, dead coral is generally smoother and easier to walk across than living coral. It costs 2 squares of movement to enter a square of dead coral, and the DC of Balance and Tumble checks increases by 4.

Underwater, dead coral forms the bulk of a reef, creating a hard, calcified mass on which the living coral grows. Coral masses are like walls or steep slopes underwater.

Coral, Living: Living coral is only found underwater. Swimmers of Small size or larger entering a square with living coral have a 50% chance of injuring themselves. The swimmer must succeed on a DC 10 Balance check or scrape against the coral (treat as a melee attack at a +4 attack bonus, dealing 1d3 damage). Any creature injured by coral must succeed on a DC 14 Fortitude save or contract coral scratch (see Disease, page 12).

Coral, Shallow: Difficult terrain for both swimmers and walkers, shallow coral rises to within 5 feet of the surface or less.

Characters walking or wading on the top of the reef must spend 4 squares of movement to enter a square of shallow coral, or characters can swim if they wish. Tumbling is impossible in a shallow coral square.

The water in a square of shallow coral provides cover for Medium or Large creatures, and improved cover for Small or smaller creatures. Medium or Large creatures can crouch as a move action to gain improved cover, but creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Swimmers of Small size or larger must spend 2 squares of movement to enter a square of shallow coral. Large swimmers can't swim in shallow coral.

Shallow coral is potentially dangerous; there is a 50% chance that any character entering a square of shallow coral injure itself, as described under Living Coral above.

Pass: A pass is a channel through a reef. It consists of a sandy area on the seafloor with no buildup of coral. Characters walking atop a surface reef have to swim across passes, while characters swimming underwater find that passes permit them to go through a reef without going around or over it.

Passes are normally 1d4×10 feet wide and meander randomly among the reef masses.

Pothole: A pothole is a hidden crevasse or gap in coral that an unlucky wader might step into. A pothole is typically 5 to 10 feet deep. Entering a pothole square means that your move ends, and you are now swimming. A character walking atop the reef is entitled to a DC 10 Spot check to notice the pothole before stepping into it. Anyone falling into a pothole risks injury from the coral (DC 10 Balance check or take an attack as described under Living Coral, above).

Sandy Bottom: A sandy bottom poses no hazard to movement, and large patches or strips of sand serve as safe avenues for walking across an exposed reef. On a surface reef, sandy bottom is normally covered by a foot or two of water, so it takes 2 squares of movement to enter a square of sandy bottom, and the DC of Balance and Tumble checks increases by 2.

Surf, Heavy: Heavy surf consists of violently surging water about 4 feet in depth. It costs 4 squares of movement to enter a square of heavy surf, or characters can swim if they wish. Small or smaller creatures must swim to move through heavy surf. Tumbling is impossible in heavy surf. Any creature that begins its turn in a square of heavy surf must succeed on a DC 12 Strength check or Balance check, or fall prone.

The water in a square of heavy surf provides cover for Medium or Large creatures, and improved cover for Small or smaller creatures. Medium or Large creatures can crouch as a move action to gain improved cover, but creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Surf, Light: The edges of a surface reef are marked by surf. Light surf has surging water about 1 foot in depth. It costs 2 squares of movement to enter a square of light surf, and the DC of Tumble checks in such a square increases by 2. Any creature that begins its turn in a square of light surf must succeed on a DC 6 Strength check or Balance check, or fall prone.

Stealth and Detection in a Coral Reef: Characters walking on top of a reef are out in the open; the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 6d6×20 feet. Characters underwater find that reefs offer many hiding places; the encounter distance is only 1d8×10 feet.

ICE FLOES

Polar waters are often covered with ice of varying thickness, ranging from loose ice floes to dense pack ice so thick that pressure ridges hundreds of feet high can build up as huge ice masses move against each other.

Ice floes are dangerous to cross on foot but offer less obstruction to swimmers, who can simply dive under the ice cover. However, swimmers who must surface to breathe can become trapped and drown beneath ice too thick to break through.

Ice floes come in two varieties. A loose floe is the thinner (and more dangerous) of the two, with large stretches of open water. Loose floes are found early or late in the season, when the pack ice is just beginning to form or has mostly melted off. Pack ice is much thicker. It's safer for travel on foot, but impenetrable for ships or air-breathing swimmers.

	Loose Floe	Pack Ice
Crevasse	—	5%
Floe, thin	10%	—
Floe, thick	15%	10%
Ice Sheet	40%	50%
Lead	20%	15%
Pressure Ridge	—	15%
Thin Ice	15%	5%

Crevasse: These irregular cracks in pack ice are caused by ocean currents and shifting winds. A typical crevasse is anywhere from 30 to 300 feet long, 1d4×10 feet deep (deep enough to reach the water below), and 5d6 feet wide. A character falling into a crevasse drops into the freezing water at the bottom (see Hypothermia, page 11) and must make a DC 15 Swim check to tread water or move. In addition, the steep, slick sides of the crevasse offer little opportunity to climb out of the water unaided (Climb DC 30).

Some crevasses are hidden by thin crusts of snow; a character approaching a hidden crevasse is entitled to a DC 20 Spot or Survival check to notice the crevasse before stepping into it, although running or charging characters do not get to make this check.

Floe: A floe is an area of small floating bergs and water. They are normally 1d6 squares across but can extend for hundreds of feet. Any creature in the water is subject to hypothermia and must succeed on a DC 15 Swim check to tread water or move.

Each round, there is a 50% chance that a character in the water at the surface is struck by a piece of floating ice. Treat this as a slam attack (+5 melee, 1d2 damage). In a thick floe, this attack is at +10 melee, dealing 2d6 points of damage.

Swimmers at the surface must spend 2 squares of movement for each floe square they enter in a thin floe, or 4 squares of movement for each square in a thick floe.

Characters can attempt to cross a floe on foot, but it is extremely difficult. A character must succeed on a DC 25 Balance check to enter a square of a floe on foot; on a failure, he or she falls in the water. Thick floes are a little easier to walk across (DC 15 Balance check). Each square costs 2 squares of movement, and running or charging is impossible. The DC of Tumble checks increases by 20.

Ice Sheet: The ground consists of uneven, snow-covered ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Ice sheets are anywhere from 3 to 30 feet thick, although they can be much thicker around pressure ridges.

Extremely powerful swimmers (characters with a Swim speed) can attempt a DC 30 Strength check to break through an ice sheet from underneath. This would also apply to a walker who is standing on the bottom within reach of the ice sheet.

Lead: Areas of ice-free water in ice floes or pack ice are called leads. A small lead can be miles long and average 2d8×10 feet in width.

Pressure Ridges: Winds and currents sometimes cause ice sheets to crumple up, forming jagged hills of vertical ice 1d10×10 feet high, and twice that deep below the ice sheet. Pressure ridges normally run for many miles and are generally twice as wide as they are tall. A pressure ridge square is considered to be a steep slope and difficult terrain, costing 4 squares of movement to enter. The DC of Balance and Tumble checks increases by 10; it is impossible to run or charge on a pressure ridge.

Thin Ice: Thin ice is similar to an ice sheet, but it is only a few inches thick. A Medium creature that ends its move on a square of thin ice must succeed on a DC 10 Balance check or break through. A Large creature that enters a square of thin ice must succeed on a DC 20 Balance check or break through, and Huge or larger creatures break through automatically.

If a creature breaks through thin ice, it creates a patch of open water 1 square larger than its own space on all sides—so a Medium creature is in the center of a patch of open water 3 squares wide. The water is freezing cold (see Hypothermia, page 11). In addition, climbing out of the water onto the ice is difficult; a creature trying to climb back on top of a square of thin ice must succeed on another Balance check at the same DC, or the square it was climbing onto breaks as well.

Powerful swimmers (Str 12 or more) can attempt to break thin ice from underneath.

Stealth and Detection in an Ice Floe: Loose floes tend to be flat and open; the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 6d6×20 feet. Pack ice features more broken terrain, and the distance drops to 3d6×10 feet.

Underwater, ice formations break up lines of sight and offer plenty of cover and concealment. The encounter distance for swimmers is 1d8×10 feet.

OPEN WATER

The defining characteristic of an encounter in open water is the lack of terrain features. However, the ocean is not completely uniform. A swimmer sees the bright, dazzling patterns of the surface overhead and the steadily increasing gloom of the deeps underneath. These features provide creatures adapted to this environment with a background against which they can attempt to Hide. In order to use the darkness below or brightness above for concealment, a creature must be within 20 feet of the surface and above the observer, or at least 80 feet deep and below the observer.

The open ocean can be thousands of feet deep, but in relatively shallow waters (anywhere within 1 to 100 miles of shore, depending on where you are) the bottom is no more than a few hundred feet down (4d12×10 feet). The seafloor in open water generally consists of sand or soft muck, as featureless as the flattest prairie on land.

Stealth and Detection in Open Water: The maximum distance at which a Spot check to detect the nearby

presence of others can succeed is 4d8×10 feet. Unless a character can get above or below an opponent, there is little concealment to be found.

SARGASSO

In some seas, gigantic mats of floating seaweed grow so dense that adventurous (or desperate) travelers can attempt to cross them on foot. The mass of stinking, rotting seaweed often attracts monstrous scavengers of the worst sort (lacedons, monstrous crabs of all sizes, and the like), and sargasso can close in and entrap ships so thoroughly that escape becomes impossible.

Sargasso comes in two varieties: light and heavy.

	Light	Heavy
Derelict	5%	10%
Mat, heavy	15%	60%
Mat, light	50%	20%
Pass	30%	10%

Derelict: Ships entrapped in a sargasso can never escape. A derelict is a rotting hulk of a ship fouled with slime and seaweed, floating amid the densest sargasso mats. A typical derelict is a cog, caravel, or launch (see Chapter 5), often in bad shape. Derelicts normally stand at least 10 to 20 feet above the sea level, and so they serve as high ground on the otherwise flat and boggy surface.

Mat, Heavy: Characters must spend 2 squares of movement in order to enter a square of heavy sargasso mat, and the DC of Tumble checks increases by 5. The mat is about 10 feet thick, and for 50 feet below that the seaweed impedes swimmers, who must spend 2 squares of movement to enter a square of heavy mat.

A Large creature that ends its move on a square of light mat must succeed on a DC 15 Balance check or break through. Huge or larger creatures break through automatically.

Mat, Light: Light sargasso is quite difficult to walk on. Characters must spend 4 squares of movement in order to enter a square of light sargasso mat; running and charging are impossible. The mat is about 5 feet thick, and for 20 feet below that dense tangles of seaweed impede swimmers, who must spend 2 squares of movement to enter a square of light mat.

A Medium creature that ends its move on a square of light mat must succeed on a DC 15 Balance check or break through. A Large creature that enters a square of light mat must succeed on a DC 25 Balance check or break through. Huge or larger creatures break through automatically.

If a creature breaks through light mat, it creates a patch of open water equal to its space. In addition, climbing out of the water onto the mat again is difficult; a creature trying to climb back on top of a square of light mat must succeed on another Balance check at the same DC, or it fails to climb up out of the water.

Pass: A pass is a stretch of open water in a sargasso. Characters walking atop a sargasso mat must swim to cross passes, while characters swimming through a sargasso find that passes permit them to pass through the seaweed without going around or over it.

Passes are normally 1d4×10 feet wide and meander randomly among the floating mats.

Stealth and Detection in a Sargasso: Characters on top of the sargasso can spot others at a distance of 3d6×20 feet. Underwater, the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 1d8×10 feet due to the heavy cover provided by the seaweed mat.

KELP BED

Colder waters often hold great forests of kelp or similar varieties of seaweed along the coasts. Dense kelp can hide enemies and slow movement. A kelp bed is normally significant only in underwater encounters.

Kelp bed	50%
Rock reef	20%
Sandy bottom	30%

Kelp: A square of kelp costs 2 squares of movement to enter. Any creature in a square of kelp has concealment; a creature more than 1 square away in kelp has total concealment.

A kelp bed is generally 2d8 squares wide and rises 1d8×10 feet from the seafloor; some can extend for hundreds of yards.

Rock Reef: These areas are simply obstacles underwater, a mass of submerged stone often heavily overgrown with anemones, barnacles, or other such creatures. A rock reef can serve as a wall or steep slope underwater, although swimmers can easily go around or over it.

Sandy Bottom: A sandy bottom offers no hazards or obstructions to swimmers but tends to break up patches of kelp and provide easy channels or trails through dense kelp beds.

Stealth and Detection in a Kelp Bed: Due to the heavy cover provided by this giant seaweed, the maximum distance at which a Spot check to detect the nearby presence of others can succeed is 1d8×10 feet.

Characters on the surface are completely above the kelp and can spot others who are also on the surface at a distance of 3d6×20 feet.

SHIP'S DECK

Many fights in which player characters are involved take place on the decks of a ship—their own, or one they've succeeded in boarding. A ship's decks tend to be cluttered and can be rendered slippery by blood or seawater, but since ships are essentially designed to be places where humans and humanoids can move

about and work, they make for comparatively safe and secure footing.

Small ships are Gargantuan or smaller in size. Large ships are Colossal.

A fight on board a ship of any size can be drastically altered by the current weather conditions. These conditions apply to the whole ship, not just a few squares of it.

Heeling or Listing: A ship can list from running aground or from flooding below decks. A heeling ship is a ship that is listing to one side from the effects of its maneuvers—a rapid turn at high speed, or a sailing ship lying somewhat on its side as it runs across or before strong wind. A mild list has the same effect as a gradual slope; there is no effect on movement, but characters gain a +1 bonus on melee attacks against foes downhill from them. A severe list is the same as a steep slope. Characters moving uphill must spend 2 squares of movement for each square of steep slope. Characters running or charging downhill must succeed on a DC 10 Balance check upon entering the first steep slope square. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A severe heel or list increases the DC of Tumble checks by 2.

Heavy Rolls: Ships in heavy weather can take violent rolls, rocking precipitously from side to side. Heavy rolls have the same effect as a severe list, except from round to round the high side and low side reverse, with a round of level deck in between (round 1: starboard high; round 2: even; round 3: starboard low; round 4: even; round 5: starboard high again, and so on).

Green Water: Ships in heavy seas can take green water over the bows or sides—powerful rushes of surf that wash across the deck, threatening to knock down or carry away anyone on deck.

A light surge of green water lasts for 1 round and repeats every 2d4 rounds. A light surge is about 1 foot in depth. It costs 2 squares of movement to enter a square of light green water, and the DC of Tumble checks in such a square increases by 2. Any creature that begins its turn in or enters a square of light green water must succeed on a DC 6 Strength check or Balance check, or fall prone. Characters who fall prone are washed 1d4 squares in the direction of the surge; if this would wash them over the side, they are entitled to a DC 11 Reflex save to catch themselves at the rail before going over.

A heavy surge consists of violently surging water about 4 feet in depth. It costs 4 squares of movement to enter a square of heavy surge. Tumbling is impossible in a heavy surge. Any creature that begins its turn in or enters a square of heavy surge must succeed on a DC 12 Strength check or Balance check, or fall prone. Characters who fall prone are washed 2d6 squares in the direction of the surge; if this would wash them over the side, they are entitled to a DC 17 Reflex save to catch themselves at the rail before going over.

	Small	Large
Deck	40%	40%
Deck, cluttered	10%	10%
Deck, raised	10%	20%
Deck, slippery	5%	5%
Hatch	10%	10%
Mast	5%	5%
Water	20%	10%

Deck: Most squares of the ship are unobstructed deck, imposing no penalties to movement or combat (unless the ship is listing, rolling, or taking green water over the deck).

Deck, Cluttered: Any square obstructed with various nautical gear—capstans, coils of line or chain, casks, cargo, small boats, stays, or rigging is considered cluttered. Cluttered deck provides cover and increases the DC of Tumble and Move Silently checks by 2.

Deck, Raised: Many ships feature raised decks at the forecastle and stern. The raised deck is normally 8 to 10 feet above the main deck, reached by a set of short, steep steps.

Deck, Slippery: A deck wet from ocean spray, ice, blood, or for some other reason becomes slippery. It costs 2 squares of movement to enter a square of slippery deck, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge over slippery deck.

Hatch: A hatch is an opening in the deck leading below. A small hatch has a ladder (a short, steep staircase really) and is 1 square across, while a cargo hatch is 2 squares wide and usually doesn't have a ladder.

Mast: A ship's mast is anywhere from 1 to 3 feet thick at the deck level, depending on the size of the ship. A creature standing in the same square as a mast gains a +2 bonus to AC and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a mast doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the mast to its advantage. A typical mast has AC 4, hardness 5, and 150 hp. A DC 20 Climb check is needed to climb a mast.

Water: Any square that isn't actually part of the ship is water. Vessels of Huge size or smaller have decks that are no more than 5 feet above the water. Gargantuan vessels have decks 10 feet above the water. Colossal vessels have decks 15 to 25 feet above the water.

Stealth and Detection on Deck: Characters on the deck of a ship automatically spot other characters on deck unless the other character is hiding. The deck of a ship provides plenty of both cover and concealment, so hiding is not all that difficult. Characters encountering creatures

in the water are entitled to Spot checks to notice the presence of creatures at or near the surface at a distance of 3d6×10 feet (although very large creatures can be spotted considerably farther away).

MARINE DUNGEON TERRAIN

Ship interiors, sea-floor dungeons or ruins, and water-filled chambers in more conventional adventure sites often feature specific types of walls, floors, or other dungeon dressings. In addition to the special materials and features described here, simple hewn or dressed stone walls and floors are every bit as commonplace in watery chambers as they are in dry ones.

WALLS

Walls inside a ship are more properly called bulkheads. Bulkheads serve the same purpose on board a ship as walls do in a building; they partition the ship into discrete compartments, and they strengthen the overall structure. Other types of walls found in marine dungeons are described below.

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points
Bulkhead	3 inches	16	5	30
Coral	3 feet	45	7	480
Hull, heavy	8 inches	28	5	80
Hull, light	4 inches	20	5	50
Hull, reinforced	1-1/2 ft.	40	6	150

Bulkhead: A typical interior partition inside a wooden ship. Bulkheads are usually smooth, finished wood, with a Climb DC of 25.

Coral: Dead coral can be cut and hewn much like limestone or similar materials. When such a wall partitions two chambers, it is usually at least 3 feet thick in order to support the weight of the coral above. It takes a DC 22 Climb check to climb a wall made of coral.

Hull, Heavy: Ships and boats of Gargantuan size or larger normally have heavy hulls. Heavy hulls consist of sturdy, waterproofed planks backed by more planks, fixed to a reinforced strong skeleton of timbers. Hulls offer few handholds for climbers (Climb DC 25).

Hull, Light: Most ships and boats of Huge size or smaller have light hulls. Light hulls consist of sturdy, waterproofed planks fixed to a strong skeleton or framework of shaped timbers. Like heavy hulls, light hulls offer few handholds for climbers (Climb DC 25).

Hull, Reinforced: Large warships often have reinforced hulls. Reinforced hulls have a thick backing of solid timbers designed to help the outer hull absorb and resist heavy impacts such as catapult shot. Reinforced hulls are just as hard to climb as other hulls (Climb DC 25).

FLOORS

Floors usually don't matter much in submerged dungeons or water-filled chambers, simply because many characters (and most monsters) are swimming instead of walking. However, there are exceptions—a monstrous crab or a heavily armored character with a *water breathing* spell might do better walking along the bottom and fighting with feet planted on the sand or muck.

In order to obtain firm footing and effectively walk along the bottom, a character or creature must meet one of two requirements:

—It possesses the aquatic subtype and has a land speed better than its swim speed (or has no swim speed at all);

COMBAT IN THE WATER

Table 3–22 on page 92 of the *Dungeon Master's Guide* describes a number of penalties and limitations for characters and creatures fighting in the water. The short summary is simply this: You take a –2 attack penalty and deal half damage unless you're using a piercing melee weapon or a natural weapon that strikes as a piercing weapon. These penalties apply to both aquatic and nonaquatic creatures. However, creatures with a natural swim speed are not subject to these penalties when attacking with natural weapons that deal piercing damage (including bite attacks) or with their tail attacks.

In addition to the natural weapons mentioned on Table 3–22, creatures with natural swim speeds are not penalized for the following attacks:

—Tentacle attacks

—Constrict, rend, or rake attacks

—Any natural attack made by an elemental with the water subtype (that is, water elementals can use their slam attacks without penalty underwater)

—Ram attacks, such as the manta ray's ram attack

—Slam attacks that represent full-body rams or battering (as opposed to blows of a fist or limb), such as the porpoise's slam attack.

By contrast, a monk's unarmed strike is subject to the penalties for using bludgeoning weapons underwater, even if the monk has a natural swim speed or is an aquatic creature.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect. For example, a *fireball* cast underwater cannot be targeted at creatures above the surface.

—It carries sufficient weight to weigh it down securely (8 pounds for Small characters, 16 pounds for Medium, 32 pounds for Large, 64 pounds for Huge, 128 pounds for Gargantuan, or 256 pounds for Colossal).

Characters or creatures walking along the bottom are subject to the conditions of the floor, just as characters walking on land would be.

Muck: Tidewaters and estuaries, abyssal floors, river bottoms, and lake bottoms are often covered in muck a foot or two deep. Creatures on foot pay 4 squares of movement to enter each square of muck, and running and charging are impossible. The DC of Tumble checks increases by 5.

Pebbles: Weed-covered pebble bottoms are common in colder lakes and ocean waters. They are easier to maneuver in than muck but somewhat more slippery and treacherous than clear sandy bottom. Creatures on foot pay 2 squares of movement to enter each square of sandy bottom, and running and charging are impossible. The DC of Tumble checks increases by 5.

Sand: Underwater sand is wet and well packed, offering good footing. However, plodding along the bottom is tedious work even in good conditions, and creatures on foot pay 2 squares of movement to enter each square of sandy bottom. The DC of Tumble checks increases by 2.

VOYAGES

Many marine adventures revolve around a ship's voyage. This can be a routine crossing between heavily trafficked ports, a search along the coast for a hidden pirate lair, the quest for a mythical floating island, or a bold expedition to find and chart new lands across the ocean.

Extended travel over the ocean is an adventure in and of itself, especially in uncharted and dangerous waters. A party of heroes might encounter terrible monsters of the deep, mysterious islands haunted by sinister perils, fearsome storms, shipwreck, or disaster in a dozen different forms.

During each day of a voyage, you should check for four things: weather, navigation, encounters, and the day's progress. If stores or supplies are running short (for example, the heroes are adrift in a small boat with no food or water), you might need to add extra steps to track successful use of the Survival skill, consumption of stores, and similar tasks.

WIND AND WEATHER

Few factors play as prominent a role in determining the success or failure of a voyage as the weather the ship encounters. Fair winds make for a swift, easy crossing, but storms and calms can frustrate even the most skillful of sailors.

Weather: At the outset of the voyage, roll on Table 1–1: Random Weather, Wind, and Precipitation to determine the current conditions. Use the column corresponding to the climate the ship is currently in (cold, temperate, or warm). Seasonal variations can move you to a different column—for example, in summertime roll on the temperate column for ships in otherwise cold climates, and on the warm column for ships in otherwise temperate climates.

The result of this roll gives you the temperature, wind strength, and precipitation for the day. Refer to Weather on page 93 of the *Dungeon Master's Guide* for details of these effects.

Once you roll a set of weather conditions, they persist without changing for 1d6 days.

Table 1–1: Random Weather, Wind, and Precipitation

Cold[1]	Temperate[2]	Warm[3]	Temperature	Wind	Precip.
—	—	01–03	Severe heat	Fair	Clear
—	—	04–05	Severe heat	Varies	Clear
—	01–02	06–14	Hot	Fair	Clear
—	03	15–19	Hot	Fair	Rain
—	04–05	20–25	Hot	Varies	Clear
01–03	06–15	26–50	Warm	Fair	Clear
04	16–19	51–65	Warm	Fair	Rain
05–07	20–29	66–70	Warm	Varies	Clear
08	30–32	71–76	Warm	Varies	Rain
09	33–35	77–80	Warm	Storm	Rain
10–17	36–59	81–87	Moderate	Fair	Clear
18–21	60–63	88–89	Moderate	Fair	Fog
22–24	64–70	90–91	Moderate	Fair	Rain
25–30	71–80	92–96	Moderate	Varies	Clear
31–32	81–83	97–98	Moderate	Varies	Rain
33–34	84–85	99–100	Moderate	Storm	Rain
35–57	86–91	—	Cold	Fair	Clear
58–62	92–93	—	Cold	Fair	Fog
63–66	94	—	Cold	Fair	Snow
67–82	95–98	—	Cold	Varies	Clear
83–86	99	—	Cold	Varies	Snow
87–89	100	—	Cold	Storm	Snow
90–94	—	—	Severe cold	Fair	Clear
95–98	—	—	Severe cold	Varies	Clear
99–100	—	—	Severe cold	Storm	Clear

1 In summer, use the temperate column for cold marine climates.
2 In winter, use the cold column for temperate climates; in summer, use the warm column.
3 In winter, use the temperate column for warm marine climates.

Wind Strength: To determine the specific wind strength and direction, use the general wind condition indicated by the result of Table 1–1: Random Weather, Wind, and Precipitation and roll on the corresponding column on Table 1–2: Random Wind Strength.

Wind strengths correspond to the wind categories on Table 3–24: Wind Effects on page 95 of the *Dungeon Master's Guide*.

Sailing Speed: This is the multiplier used when determining the speed that a sailing ship can make given the

Table 1–2: Random Wind Strength

Fair	Varies	Storm	Strength	Sailing Speed
01–10	—	—	None	—
11–65	01–20	—	Light	×1
66–90	21–65	—	Moderate	×2
91–99	66–85	01–10	Strong	×3
100	86–98	11–50	Severe (heavy)	×3[1]
—	99–100	51–90	Windstorm (gale)	×3[2]
—	—	91–99	Hurricane	Driven
—	—	100	Dire gale	Driven

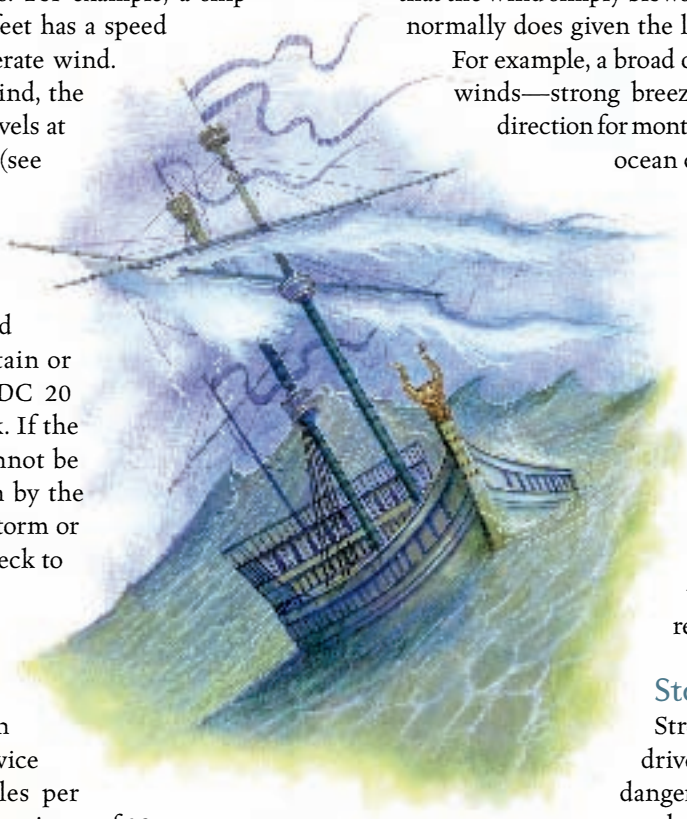
1 Requires DC 20 Profession (sailor) check to sail or row; otherwise, driven.
2 Requires DC 30 Profession (sailor) check to sail or row; otherwise, driven.

current wind conditions. For example, a ship with a sail speed of 20 feet has a speed of 40 feet under a moderate wind. In the absence of any wind, the ship is becalmed and travels at the speed of the current (see page 10). A ship that loses its sails becomes a derelict drifting with the currents.

A ship in a severe wind can sail only if the captain or master succeeds on a DC 20 Profession (sailor) check. If the check fails, the ship cannot be controlled and is driven by the wind. A ship in a windstorm or gale requires a DC 30 check to sail successfully.

Driven: A driven ship cannot sail or row but is instead driven directly downwind at a speed in feet per round equal to twice the wind speed in miles per hour. For example, in a hurricane of 90 mph winds, the ship is driven 180 feet downwind every round (or 18 miles per hour the storm persists).

Wind Direction: After determining the wind strength, check for the wind direction by rolling on Table 1–3: Wind Direction.



A storm at sea

Table 1–3: Wind Direction

01–60	Prevailing
61–65	North
66–70	Northeast
71–75	East
76–80	Southeast
81–85	South
86–90	Southwest
91–95	West
96–100	Northwest

Wind direction is the *origin* of the wind; a north wind is a wind blowing out of the north (and therefore blowing toward the south).

Prevailing: If the wind direction is prevailing, it means that the wind simply blows out of whichever direction it normally does given the location and the time of year. For example, a broad ocean can have seasonal trade winds—strong breezes that blow from a certain direction for months in certain latitudes, making ocean crossings relatively easy.

Sailing into the Wind: A sailing ship cannot sail directly at the wind; a ship sailing within one point of the wind (sailing northeast into a northerly wind, for example) is reduced to half the normal speed the wind strength would otherwise indicate. It's possible to tack against the wind by alternating between northeast and northwest, and therefore slowly making progress to the north.

Storms

Strong winds bring heavy seas, drive poorly handled vessels into danger, and can batter or sink even expertly handled ships. High winds expose ships to dangerous seas, depending on the size of the ship and the strength of the wind. Ships can roll violently, take heavy sea wash over the deck, or even risk foundering. Check to see if a ship founders due to heavy seas once per day while the ship is caught in the heavy weather.

Table 1–4: Storm Perils

Wind Strength	Huge or Smaller	Gargantuan	Colossal	DC
Strong	Rolls or wash	None	None	5
Severe (heavy)	Rolls and wash	Rolls or wash	None	10
Windstorm (gale)	Rolls and wash[1]	Rolls and wash	Rolls or wash	15
Hurricane	Capsize and wash[1]	Rolls and wash[1]	Rolls and wash	20
Dire Gale	Capsize and wash[2]	Capsize and wash[1]	Rolls and wash[1]	28

1 Check for foundering once per hour instead of once per day.
2 Check for foundering once per minute.

Illus. by W. England

A foundering check is a Profession (sailor) check by the vessel's captain or master, modified by the ship's seaworthiness modifier. On a failed check, the ship founders.

Rolls or Wash: The ship sustains either heavy rolls or it takes green water (see page 20) over the bow or the stern. The ship takes green water over the bow or stern if its bow is pointed straight into the wind or straight away from the wind; otherwise, it takes heavy rolls (see page 20).

Rolls and Wash: Regardless of which way the bow is pointed, the ship takes both heavy rolls and green water over the deck (see page 20).

Capsize and Wash: Regardless of which way the bow is pointed, the ship takes both heavy rolls and green water over the deck. In addition, if the ship's bow is pointed at any direction other than straight into the wind or straight downwind, it must check for capsizing once per round. A capsizing check is a foundering check (DC 20, + 1 per previous capsizing check). Remaining broadside on to heavy seas is extremely dangerous, and very likely to result in capsizing the ship.

NAVIGATION

Ships in strange waters can become as hopelessly lost as travelers in a featureless desert or deep forest. Keeping track of where you are and how to get to where you're going are difficult challenges for many mariners.

Setting Out: The difficulty of setting an accurate course depends on the quality of information you have about where you're going. See Knowledge (geography) in Chapter 4 for a list of DCs and modifiers for course setting. The DM makes this check for you, since you don't know for certain if you have planned an accurate course.

If you don't have any particular destination in mind, you don't need to set a course. As long as you keep a record of course changes and distances sailed, you won't have trouble retracing your steps or setting a new course.

Daily Piloting: Each day of your voyage, you make a piloting check to establish your position and make the routine corrections necessary to hold to your intended course. Refer to Knowledge (geography) in Chapter 4 for DCs and modifiers.

Failing your piloting check once is not a problem; you simply failed to establish your location for the day, but you can go back to your previous day's established position and estimate your current position given the course and speed you think you've followed since. You do not become lost until you fail your piloting check on three consecutive days.

Lost at Sea

A ship's chance to get lost depends on the navigational skills of its master, the weather, and his familiarity with the waters through which it sails. Getting lost at sea works much like getting lost on land (see page 86 of the *Dungeon Master's Guide*), with a few exceptions.

First, you check to see if you become lost only once per day during extended voyages. (You might need to check once per hour in confined or confusing waters, such as mazelike river delta). A ship at sea is not lost until you fail your piloting check three days in a row.

As on land, a ship lost at sea moves randomly. In order to recognize that you've become lost, you are entitled to a Knowledge (geography) check once per day (DC 20, – 1 per day of random travel) to recognize that you are no longer certain of your direction of travel.

Setting a new course once you've recognized that you have become lost requires a new Knowledge (geography) course-setting check, as described in Chapter 4. The DC is determined normally, although you should apply the modifier for guessed at an unknown starting point as appropriate. Generally, a ship has an unknown starting point only if it has been driven by a storm or similarly deprived of any method to gauge its direction and distance of travel.

ENCOUNTERS

The seas are home to bloodthirsty pirates, vigilant warships, hungry sea monsters, and marauding bands of aquatic warriors. Sooner or later, a seafarer will encounter something she would rather not meet.

You can check for encounters once per hour of travel (good for short voyages) or once per day of travel (good for longer voyages). The chance per day is simply the cumulative chance of having at least one encounter, based on the hourly encounter chances—use one or the other, but not both.

Terrain	Per Hour	Per Day
Coastal waters	4%	28%
Open ocean	1%	8%
Well-traveled waters	8%	49%

Encounter tables for various sorts of marine terrain appear in the Appendix, starting on page 212.

Coastal Waters: Waters within 50 miles of shore count as coastal waters, even if the coast is desolate or unsettled.

Open Ocean: Waters more than 50 miles from the nearest shore are considered open ocean. The ocean is vast and desolate by any standard, and ships can go many days between encounters with other ships or dangerous sea creatures.

Well-Traveled Waters: Within 20 miles of human-settled lands and kingdoms, a steady traffic of merchant vessels and warships plies the waters between busy ports.

THE DAY'S PROGRESS

Assuming that a ship at sea doesn't become lost, doesn't encounter deadly weather, and doesn't meet with some

ship-devouring monster, it travels some distance along its course each day.

In 1 hour, a ship travels a distance in nautical miles equal to its speed in feet per round divided by 10. For example, a ship sailing at a speed of 30 feet per round is making 3 knots, and covers 3 nautical miles in an hour.

In one day of travel, assuming the ship stops for the night (the common practice along coastlines), a ship travels a number of nautical miles equal to its speed in feet per round. A ship sailing at 30 feet per round covers 30 nautical miles in a day of sailing.

Captains in open waters, or captains sailing under bright moonlight (or otherwise not concerned with being able to see well in the dark) often sail around the clock. Sailing a full 24 hours doubles the normal distance traveled in a day of sailing, so the ship with a speed of 30 feet per round sails 60 nautical miles over a full day.

Sometimes contrary winds or strong currents can prevent a ship from making progress toward its intended destination or force it to sail in a direction other than its intended course.

NARRATIVE NAVAL COMBAT

The *Arms and Equipment Guide* presents a detailed vehicle combat system in which you maneuver vessels on a grid of the appropriate size. However, relatively few D&D encounters depend on precise maneuvers between ships. D&D combat is about melee battles, not vehicle encounters, and the game works best at the scale of individual characters. Most ship-to-ship battles of the D&D world are resolved in one of two ways: by devastating battle magic, or by grappling and boarding.

The best way to keep your D&D game running smoothly during a ship-to-ship encounter is to make any naval battle in which the PCs participate into a boarding action as quickly as you can. Unless the PCs have enough magical firepower at their disposal to destroy a ship before it can close, the fight will come down to a furious melee across blood-slick decks anyway—so the faster you can get to this decisive stage of the encounter, the better.

The rules for naval combat presented here provide a different system for resolving naval combat. Use these rules or the rules described in the *Arms and Equipment Guide*, whichever you prefer. The narrative rules presented here presume the following: the skill of the characters controlling the ship is the most important factor in the ship's maneuverability; exact maneuvers don't matter, only the range to the other vessel and the heading of each ship; powerful characters or monsters are the most decisive weapons any ship possesses.

INITIATIVE AND ADVANTAGE

In a narrative combat, you determine initiative normally. However, ships don't move on the turns of specific characters in the initiative order—instead, at the end of each round you will update the ships' positions relative to each other. In effect, you can assume that over a single round the character (or characters) engaged in steering or otherwise controlling a ship perform numerous small tasks and adjustments that have a cumulative effect tallied at the end of the round.

The movement step at the end of the round follows all character actions for the round, and consists of the following steps:

A. Check for advantage, if necessary.
B. Opposing ship declares heading and speed.
C. Advantaged ship declares heading and speed.
D. Ships Move. Adjust the ships' range based on the declared headings.
E. Opposing ship resolves special maneuvers, if any.
F. Advantaged ship resolves special maneuvers, if any.
G. Round ends.

The Advantage

During any naval battle, one vessel or the other possesses the advantage. The advantage might reflect a ship in a superior sailing position (upwind of its foe, for example), a nimble ship that enjoys more room to maneuver in restricted waters, or simply a vessel handled by a more experienced captain.

Determining Advantage: At the beginning of a naval encounter, the commanders of each vessel involved make

SHIP VERSUS MONSTER

When a ship carrying the player characters meets a monster, the easiest way to handle the fight is to simply treat the ship like a stationary piece of terrain. It stands still in the middle of whatever map or diagram of the battlefield you create, and the monster or monsters come to the ship instead of the other way around.

This works well if a ship's speed is 10 feet per round or less. Faster ships are a little trickier, since they force swimming monsters to keep moving in order to keep up. However, instead of continually moving or redrawing the ship on your battle mat, try this: Once per round at initiative point 0, move all creatures in the water astern of the ship. For example, if a ship is traveling at 30 feet per round, once per round you'll simply move anything else in the water 30 feet straight back. Usually it's a lot easier to reposition a handful of swimming sahuagin or a giant octopus miniature than it is to try to redraw or reposition the ship and all the characters on board.

opposed advantage checks to determine who holds the advantage at the outset of the battle (the captain with the best check modifier wins ties). An advantage check is a Profession (sailor) check, modified by the vessel's ship-handling bonus (see page 97).

Keeping Advantage: Once advantage has been established, it remains with the winner until one of the following events takes place, at which point a new advantage check is made.

—The commander with advantage does not spend a standard action to actively command his vessel.
—The vessel with the advantage is holed.
—The vessel with the advantage has a rigging section destroyed.
—The vessel without the advantage successfully performs the come about special maneuver.
—The vessel with the advantage fails on an attempt to perform the grapple, ram, or shear special maneuver.

Holding the advantage means that you get to choose your maneuvers in response to your adversary's movements. You are also more effective at closing or opening the range.

Actions

Most of the characters on board a ship in a fight are free to act as they choose. They can move about the decks, cast spells, make missile attacks, wait for an opportunity to board, or do whatever they think best during their turn each round. However, some individuals on board a ship must devote some amount of their actions each round toward controlling the ship.

Captain, Master, or Commander: The individual in command of the vessel must use a standard action each round to direct the actions of the crew and observe the enemy's actions. No specific skill check is necessary. If the commander fails to use at least one standard action in the course of the round to direct the ship's movement, he cannot direct the helmsman to change heading or the watch to change speed, or order the ship to perform any special maneuvers. In addition, if he currently holds the advantage, his failure to command means that the opposing captain gains a new advantage check in the movement step at the end of the round (as long as the opposing captain did use a standard action to command).

Helmsman: The individual steering the vessel must use a standard action each round to make course changes as directed by the commander. If the helmsman fails to use a standard action to steer, the ship cannot make heading changes in the movement step following the current round.

Oarsmen: A ship being rowed requires that the oarsmen use full-round actions to man the oars. If the minimum number of rowers necessary do not spend their rounds rowing, the ship's speed falls to zero and it cannot make heading changes in the movement step following the current round.

The Watch: Every vessel has some number of sailors who must spend a standard action each round operating the vessel—keeping the sails in trim and adjusting the rigging. If the minimum number of crew needed on watch do not use standard actions to attend to the ship, the vessel cannot make speed changes in the movement step following the current round.

MANEUVERING

Your ship's position relative to the enemy vessel has only five significant components: the range between your ships, your heading, your speed, the enemy's heading, and the enemy's speed.

Range

The range between two ships dueling each other at sea is crucially important in determining what spells, weapons, and tactics they can use against each other. Thrown spears or close-range spells pose little threat to enemy crewmen on a ship 500 feet away. Determining just how close you want to get to an enemy ship (and how close you want to let them get to you) is a complicated tactical challenge for any captain.

At the end of each round of combat, update the range based on each ship's heading and speed. Two ships closing on each other at a combined speed of 60 feet per round will naturally reduce the range by 60 feet each round until they collide or pass each other, at which point they'll open the range by 60 feet per round unless one or the other decides to come about.

Opening Range: If you don't know what range to set for the beginning of the battle based on the circumstances of the encounter, you can assume that a typical battle begins at a range of (2d6+2) × 100 feet.

Heading

Basically, there are three directions a ship can be facing relative to the enemy vessel: closing, holding, or opening.

Closing: The ship is generally pointed at the enemy and is trying to get closer. Weapons that bear forward can be fired at the enemy. Enemy attacks target the bow of the ship.

Holding: The ship is maintaining its position. It might be drifting in the water or sailing along some course that doesn't really close or open the range, simply maneuvering at a relatively constant distance from the enemy ship. You can choose whether your bow, stern, port side, or starboard side faces the other vessel. Weapons that bear in that direction can fire at the enemy, and enemy attacks target that part of your ship.

Opening: The ship is pointed away from the enemy and is trying to open the range between the two vessels. Weapons that bear aft can fire at the enemy. Enemy attacks target your ship's stern.

Speed

You can set your ship's speed at any value up to your ship's maximum speed based on the current conditions.

Oared vessels can assume any speed they like from round to round, limited only by their maximum speed, provided there are sufficient rowers to move the vessel.

Sailing ships do not accelerate or decelerate with the same ease. A sailing vessel can only change its speed by 10 feet per turn (up to its maximum current speed based on the wind and current). It must have a sufficient number of sailors on watch who use actions to help adjust rigging, raise or furl sails, and attend to other such tasks. A sailing ship's maximum speed is based on its movement rate and the strength of the wind and current.

Sprinting: The rowers of an oared vessel can pick up the pace for a quick sprint but risk exhaustion soon afterward. An oared vessel can add +50% to its speed for up to 10 rounds, but after such a sprint the rowers are fatigued and the ship reduced to half speed for as long as the rowers are fatigued.

Movement

In the narrative combat system, ship movement is simply a set of declarations at the end of each combat round: Do you want to get closer to the enemy, and which way to you want to be facing?

If you hold the advantage, your opponent must declare his heading first (closing, holding, or opening). You then declare your heading after you have observed your opponent's heading.

After both ships have declared their heading, adjust the current range between ships accordingly:

Table 1–5: Narrative Movement

Advantage	Opponent Heading		
Heading	Close	Hold	Open
Close	Minus sum	Minus adv. speed	+/– difference
Hold	Minus 1/2 opp. speed	No change	Plus 1/2 opp. speed
Open	+/– difference	Plus adv. speed	Plus sum

Minus Sum: Add the speeds of the two ships together and reduce the range by this much.

Minus Adv. Speed: Reduce the range by the speed of the ship holding the advantage.

+/– Difference: Change the range by the difference in the two ship's speed, as the situation warrants. If the faster ship is closing on a slower ship, reduce the range; if the faster ship is opening on a slower ship, increase the range.

Minus 1/2 Opp. Speed: Reduce the range by 1/2 of the speed of the ship that does not currently hold the advantage.

Plus 1/2 Opp. Speed: Increase the range by 1/2 of the speed of the ship that does not currently hold the advantage.

Plus Adv. Speed: Increase the range by the speed of the ship holding the advantage.

Plus Sum: Add the speeds of the two ships together and increase the range by this much.

It's possible that you can wind up reducing the range to 0 or less. When this happens, the ship with the advantage has the opportunity to attempt a ram, grapple, or shear; see Special Maneuvers, below. If the ship with advantage chooses not to ram, then any negative range indicates that the faster vessel passes the other (an ideal opportunity for grappling and boarding; see below). If the negative distance is larger than the length of the ships, then the active ship is now past the other by the appropriate distance. Whichever ship was previously closing (possibly both) is now opening; if one ship was previously opening when it was overtaken, it is now closing.

For example, two ships begin the round 40 feet apart. Both are closing, one at a speed of 20 feet, the other at a speed of 40 feet. The sum of those speeds is 60 feet, so at the end of the round, the distance has been reduced to –20 feet. If both ships were only 10 feet long, this means the ships have gone past each other by 10 feet, and since both were closing before, both are opening now—they're stern-on to each other and drawing apart. If at least one ship is 20 or more feet long, the ships end that turn alongside each other.

Special Maneuvers

You can order your ship to attempt a special maneuver in the movement step. You can attempt to come about, grapple, escape a grapple, ram, or shear. A ship can attempt only one special maneuver per round.

Come About: You put the helm hard over and try to change your course quickly. Reduce your speed by 10 feet and choose a new heading. If you do not currently hold the advantage, you can attempt a DC 15 Profession (sailor) check to force an immediate advantage check against your opponent.

Grapple: If you have the advantage and close to within 20 feet of your adversary (or have actually gone past your adversary but are still within 20 feet) you can attempt to grapple. If the opposing captain accepts the grapple, the attempt is automatically successful. If the opposing captain

does not want to be grappled, you make an opposed Profession (sailor) check modified by your ship's shiphandling bonus. If you equal or beat your opponent's check, the two ships are grappled.

Grappled ships fall to zero speed. During the next movement step, your ships will be adjacent to each other (enthusiastic boarders can try to swing, swim, or jump the gap between the vessels in the round before the ships are adjacent).

Escape a Grapple: You can attempt to free your ship of a grappling ship and get underway again. You must succeed on an opposed Profession (sailor) check against the opposing captain, but the captain attempting to maintain the grapple gains a +4 bonus on her check, and the captain trying to escape takes a –4 penalty on his check. If the escape attempt succeeds, the escaping ship's speed increases by 10 feet, assumes the heading the captain has chosen, and is no longer grappled.

Ram: If you have the advantage and close to within 0 feet of your adversary (or could actually go past your opponent) you can attempt to ram. If your opponent wants to accept the ram, your attempt is automatically successful. Otherwise, you must equal or beat his Profession (sailor) skill check, modified by each ship's shiphandling bonus.

If the ramming attempt is successful, you deal ramming damage as appropriate for your ship and speed. For example, if your ship deals 3d6 points of damage per 10 feet of speed and is traveling at a speed of 30 feet when you strike, you deal 9d6 points of damage. If the ship you ram has an opening heading, reduce the damage you deal and take by 50% (you were overtaking your foe from the rear, and have less relative speed at the moment of collision).

If your ship is equipped with a ram, you take half the damage you deal with your ramming attempt; otherwise you take the same damage you deal. Both ships drop to zero speed and are now grappled.

Shear: If you have the advantage and close to within 10 feet of your adversary (or actually go past your opponent), you can attempt to shear off her oars, if she has any. If your opponent wants to accept the shear, your attempt is automatically successful. If she doesn't, you must equal or beat her Profession (sailor) check, modified by the ships' respective shiphandling bonuses.

If you successfully shear your opponent's oars, her speed is reduced to zero, and she cannot change speed until she puts out new oars, which takes three full rounds. The ship can still change heading, but it is spinning in place and not making any headway.

ATTACKING

The most effective way to bring the fight to your enemy is to get alongside and board his ship. However, circumstances might dictate that you try to defeat him at a distance with magic, artillery, or missile fire. At the very least, your ranged attacks can kill or injure enough of the enemy crew that your ensuing boarding action will be easier than it otherwise would be.

A ship is composed of a number of *hull sections* and a number of *rigging sections*. When you attack a ship, you attack a section at a time. A ship section is an inanimate object. Its AC is usually very low, but it has hardness and is also protected by the fact that many weapons and forms of attack deal only partial damage to objects.

Targeting the Ship: If you don't particularly care which section of the ship you hit, you can fire at the ship using its overall AC. A ship's overall AC is normally 2 or 6 points worse than its section AC, depending on the ship's size. If you score a hit, you hit a randomly determined section. Against a large ship, you'll find it difficult to accumulate enough damage in one particular section to hole it, because you'll be scattering your damage over a number of random sections.

Targeting a Section: To target a particular section, you fire at the enemy ship using that section's AC. The ship's section AC is better than its overall AC, but you have the advantage of concentrating your damage on one section at a time, which can hole the enemy vessel more swiftly.

Attack Form	Damage
Melee weapon, piercing	half
Melee weapon, other	full
Ranged weapon, Small or Medium	none
Ranged weapon, Large	half
Siege engine, ballista	half
Siege engine, other	full
Acid	half
Cold	quarter
Electricity	half
Fire	half
Force	full
Sonic	full

Ranged Weapons

Most missile weapons are not effective against shipboard sections. You can't shoot through a ship's hull by peppering it with arrows or sling bullets. However, ranged weapons of size Large or greater are effective enough to deal half damage to a ship.

Siege Engines

Siege weapons are described on pages 99–100 of the *Dungeon Master's Guide*. In general, they're not terribly effective against other vessels; it's hard to score a hit against a moving opponent unless you are armed with ballistae, bombards, or other direct-fire weapons. If you want to defeat another ship in a hurry, use powerful magic or ram and board them.

Siege engines cannot be fired if a ship is taking heavy rolls or water over the decks.

Direct Fire: You make ranged attack rolls and fire directly at the entire enemy ship, a specific section, or a specific creature on board, as you choose. If your attack misses, you hit nothing.

Indirect Fire: You make a special check to fire an indirect fire weapon. The DC of the check is 15 + target's AC (overall or section, depending on what you are targeting), +5 if the firing platform is moving, +5 if the target is moving. For most ship-to-ship battles, the DC is 22.

Your check is a d20 roll modified by your base attack bonus, Intelligence modifier, the range increment, and the cumulative bonus for previous shots, as described on page 100 of the *Dungeon Master's Guide*. Maneuvers on the part of either the target ship or the firing ship (any change of heading or speed) interrupt the bonus for successive shots at the same target. After any maneuver, you must begin again with no bonus for previous shots.

If the check succeeds, you hit the section you were aiming at (or a randomly determined hull section if you were firing at the overall ship).

If the check fails, you might or might not miss altogether. If you were firing at the overall AC, you miss outright. If you were firing at a specific hull section, you miss that hull section. If your check result wouldn't hit the ship's overall AC, you miss outright. If your check was good enough to hit the ship's overall AC but not the section AC, your shot can still hit. Roll 1d8 to determine the direction of the miss; a 1 falls short (back toward the firing weapon), with 2 through 8 counting clockwise around the target square (a square in the target hull section). Count 1d4 squares away from the target square for every range increment of the attack.

Magic

When you attack a ship with magic, you can choose which hull section you will hit. You must be able to see the hull section to target it; for example, you can't attack the bow of a ship that has an opening heading, because it's pointed away from you.

Vessels count as unattended objects, even if they're occupied by someone. They never make saving throws. Magical augmentations on a vehicle can make saving throws, however; their save bonuses are equal to 2 + 1/2 the caster level.

Damaging spells attack all hull sections in the area. Spells with unusual or noteworthy effects in naval combat include the following:

Acid Fog: If you cast this on an enemy ship, the cloud does not move with the ship. However, the solid fog effect reduces the ship's speed to 5 feet per round as long as any part of the ship remains within the fog.

Animate Objects: An animated vessel can't attack characters who are on board, but it otherwise moves as the caster directs.

Animate Rope: Ships have plenty of rope close at hand. You can use this spell to muck around with an enemy ship's rigging, which reduces the enemy vessel's speed by 5 feet for the spell's duration.

Cloudkill: The cloud does not move with the enemy ship, unless the ship is opening at a speed of 10 feet per round (in which case the vapors are moving away from you at the same speed that the enemy ship is moving away from you).

Control Water: The enemy ship cannot move for as long as the spell lasts. The ship must succeed on a seaworthiness check (DC equal to your caster level) or founder.

Control Winds: The area is stationary once created, so it does not move with an enemy ship (although it might very well prevent an enemy ship from moving). The spell does not persist long enough to raise the waves a long-lasting wind raises and therefore does not force the enemy vessel to make a foundering check.

Earthquake: This spell has no effect in open waters.

Evard's Black Tentacles: The tentacles do not attack ships, but they can attack crewmembers on ships that pass within reach.

Fire Seeds: The acorn grenades can start a fire.

Fire Storm: This spell does not start fires.

Fireball: The fireball can start a fire.

Flame Arrow: A flame arrow can start a fire.

Flame Blade: If you attack the ship with the blade, you can start a fire.

Flame Strike: This spell does not start fires.

Flaming Sphere: The sphere can start a fire. If you attempt to direct it to move across open water, you must succeed on a DC 22 Spellcraft check or the sphere is extinguished.

Fog Cloud: The cloud does not move with the enemy ship.

Gate: Ships of Colossal size are too big to pass through the gate created by this spell.

Gust of Wind: You can direct the gust at your own ship to increase your speed, in which case the wind is considered Severe (a ×3 modifier to your ship's sailing speed, if the master succeeds on a DC 15 Profession (sailor) check) for the next two movement steps. You can direct the gust at an enemy vessel, creating a headwind it can't sail against for the next two movement steps. The gust does not persist long enough to raise the waves a long-lasting severe wind raises and therefore does not force the enemy vessel to make a foundering check.

Heat Metal: This spell can start a fire in rounds 3–5 of the spell.

Incendiary Cloud: See *cloudkill*. This spell does not start fires.

Illus. by C. Appel

Mialee deters a pirate attack

Invisibility Sphere: You can cast this spell on a vessel of Huge size or smaller to conceal the vessel and all on board.

Ironwood: Any ship is far too large to be created with this spell.

Lightning Bolt: The bolt can start a fire.

Magic Missile: This spell cannot damage objects.

Meteor Swarm: This spell can start a fire.

Mind Fog: The cloud does not move with the target ship.

Obscuring Mist: The cloud does not move with you.

Otiluke's Freezing Sphere: If you create ice that touches the enemy vessel's hull along at least 50% of its length on one side (or surrounds the ship altogether), its speed falls to zero for the duration of the spell.

Passwall: You hole one section of the enemy ship. The section counts as destroyed (as if destroyed by damage), but when the spell ends it is restored to its normal condition.

Polymorph any Object: Any vessel of Huge size or larger is too big to be affected by this spell.

Prismatic Spray: The energy damage dealt by this spell does not start fires.

Produce Flame: The flames can start a fire.

Pyrotechnics: The smoke cloud does not move with the ship.

Quench: This spell is useful for putting out fires, of course.

Repel Wood: A ship you are standing on is not affected, but any wooden vessel approaching within 60 feet of you is.

Reverse Gravity: A vessel does not fall out of the water unless you can completely enclose it in the spell's area, although people and loose objects on board might fall off the decks. If you can affect a whole vessel, the ship must make a foundering check (DC equal to 10 + 2 per 10 feet it "falls") or founder when it comes back down.

Rusting Grasp: This spell holes one hull section of an iron-hulled vessel.

Scorching Ray: This spell does not start fires.

Shatter: You can't damage a vessel with this spell.

Solid Fog: See *acid fog.*

Stinking Cloud: See *fog cloud.*

Storm of Vengeance: The cloud does not move with the target vessel (although a target vessel can require some number of rounds to sail out from under it due to the spell's large area).

Sympathetic Vibration: You attack one section at a time with this spell.

Wall of Fire: This spell does not start fires.

Wall of Force: A ship that runs into a *wall of force* is reduced to zero speed and takes damage as if it had been in a collision.

Warp Wood: You can't damage a ship with this spell; the area affected is too small.

Attacks on the Crew

Many spells are directed at an enemy crew and affect the rest of the ship as an afterthought. *Fireball* is perhaps the best example of this—the real point of a *fireball* is to kill or incapacitate a number of enemy crewmen quickly; if it damages some hull sections and sets the ship on fire, all the better.

On the main deck, the gunwales provide cover (+4 bonus to AC, and +2 bonus on Reflex saves) against attacks originating from outside. Characters inside the sterncastle or forecastle, or fighting through a port, hatch, or window, enjoy improved cover (+8 bonus to AC, and +4 bonus on Reflex saves) against attacks from outside.

Crew Losses: Losing able-bodied crewmembers makes it more difficult to handle a ship, depending on their assigned tasks.

Rowers: If an oared vessel falls below the minimum number of rowers needed to man the oars, reduce its rowed speed by one-half. If the vessel falls below half of the minimum number of rowers needed, reduce its speed to 5 feet per round.

Watch: If a sailing ship falls below the minimum number of sailors on watch, its shiphandling modifier is reduced by –4. If the vessel falls below half the minimum number needed, its shiphandling bonus is reduced by –8 and it can no longer change speed. If the ship changes heading, its speed is reduced by 10 feet per heading change—without sailors to adjust the sails and rigging, the ship is no longer sailing in an efficient trim.

Fires

Wooden ships are not floating tinderboxes (at least, not until the introduction of powder magazines). Fires can and do destroy ships, but it usually takes more than a single *flaming sphere* to start an unstoppable fire. When a ship is exposed to an effect that can start a fire (a fire spell of the right type, alchemist's fire, etc.), make a fire check. This is an unmodified d20 roll; the DC is determined as shown below. Spells that cause an instantaneous blast of fire usually don't catch inanimate objects on fire, whereas fire spells that burn for multiple rounds are more likely to start a shipboard fire.

DC	Fire Check Cause
5	Struck by flaming arrow
8	Struck by alchemist's fire or firebomb
15	Struck by firespout
10 + spell level	Attacked by ongoing fire spell or effect
Save DC	Attacked by monster with a fire aura, breath weapon, or similar fire ability

If the affected ship equals or betters the DC, it is not set on fire by the attack. Ships prepared for battle (sails and lines wet down, buckets of sand and water close at hand) gain a +4 bonus on this check.

When a ship catches fire, half of the squares exposed to the attack (minimum 1 square) ignite. A burning square is on fire, dealing 2d6 points of damage per round to that hull section and dealing the same damage to any character who enters the square. Each round that the fire burns, roll d%: 01–10, 1 square of the fire dies out; 11–75, no change; 76–100, the fire spreads to 1 adjacent square (a fire typically spreads to 1 new square for each 4 squares currently burning).

As a full-round action, a character can attempt to extinguish a fire in an adjacent square by beating it out, stomping it, scattering burning materials, dousing the flames with sand or water, or similar efforts. A DC 10 Strength check extinguishes 1 square; a DC 20 check extinguishes 2 squares. A *create water* spell extinguishes 1 burning square per 4 gallons created (minimum 1 square). *Quench* extinguishes all burning squares in its area.

DAMAGE, SINKING, AND REPAIR

Damaging a ship means damaging one or more of its hull sections or rigging sections. A ship can accumulate several different states of damage, as shown below:

Damaged: One hull section is reduced to 50% of its hit points or less. A ship that is damaged loses 5 feet from its base speed.

Severely Damaged: Two or more hull sections are reduced to 50% of their hit points or less. A ship that is severely damaged loses 10 feet from its base speed (this is not cumulative with the speed lost from being damaged).

Holed: One hull section is destroyed (reduced to 0 hit points). When a hull section is destroyed, all hull sections adjacent to that section are weakened, and immediately reduced to 50% of their normal hit points in the following round. This collateral damage can cascade across a ship from round to round and section to section, possibly destroying more sections in succession if they were sufficiently damaged to begin with.

A holed ship is severely damaged (see above), since the destruction of a section and the damage dealt to the neighboring sections meet the criteria for that condition as well.

Each time a ship is holed, it must make a sinking check (see below).

A vessel with at least 25% of its sections destroyed has been demolished, and sinks immediately.

Rigging Damaged: If a section of the ship's rigging is reduced to 50% of its hit points or less, the rigging is damaged. The ship loses 5 feet from its base speed.

If two or more sections of rigging are damaged, the wind is treated as one category lighter than its actual strength; the ship can't capture the wind as well as it should.

Dismasted: If a rigging section is destroyed, the ship is dismasted. Unlike hull damage, rigging damage does not spread to adjacent sections. If the vessel possesses only

one mast, it can no longer sail. If it possesses two or three masts, its base sailing speed is reduced by 10 feet (this is not cumulative with the penalty for damaged rigging). A dismasted ship takes a –4 penalty on shiphandling checks if it is missing 1 out of 3 masts, or a –8 penalty if it is missing 1 out of 2 or 2 out of 3 masts.

A sailing ship that has been completely demasted typically becomes a derelict.

Sinking

When a ship is holed (a hull section destroyed), it is at risk of sinking. Minor damage to the hull can produce leaks and a fair amount of nonthreatening flooding, but a destroyed section represents a mortal threat to a ship.

Each time a ship is holed, the commander must make a sinking check. This is a Profession (sailor) check modified by the ship's seaworthiness rating. The DC is 15, +4 for each hole after the first. For example, the sinking check DC for a ship holed for the third time is 23.

On a successful check, the ship is not in immediate danger of going down. However, the captain must make a new sinking check 1 hour later, and once per hour after that until the damage is repaired or the ship sinks. Some captains deliberately ground their ships in such straits, given the opportunity, or else use the time to launch the lifeboats.

On a failed sinking check, the ship begins to sink (see Sinking and Shipwreck, page 12). A ship normally requires d% minutes to sink, but if the ship lost 25% or more of its hull sections, reduce this to 1d6 minutes.

Repairs

Controlling damage and patching or repairing damaged hull sections is a crucial task on board any ship.

Repairing a Damaged Section: Repairing a damaged section requires a Craft check (carpentry for wooden ships, armorsmithing for metal ships, or sailmaking for rigging) and 1 minute of uninterrupted work. For every point by which the check result exceeds 19, 1 hit point is restored to the damaged section. Only the character leading the repairs on the section makes a skill check; any other people assisting use the aid another action to increase his or her Craft check result. Normally, a crew of three to five carpenters and assistants tackles any minor damage of this sort.

Shoring a Weakened Section: A section that lost hit points due to the destruction of an adjacent section can be shored up. Shoring requires 1 minute of uninterrupted work and a DC 25 Craft check. If successful, half the hit points lost due to the destruction of the adjacent section are repaired. For example, if a ship has 60 hit points per hull section, a weakened section loses 30 hit points when the section next to it is destroyed. A successful shoring effort repairs 15 hit points, restoring it to 45 hit points. From that point on, it must be repaired normally.

Repairing a Destroyed Section: A section that has been destroyed is more difficult to repair, requiring time and money. The cost of the repairs in gold pieces is equal to the number of destroyed sections divided by the total number of sections times half the ship's cost. Each repair crew makes a DC 20 Craft check once per day; on a successful check, the crew repairs 100 gp worth of damage. The crew repairs 200 gp worth of damage if they have access to a dock or small repair shop, or 500 gp worth of damage if the vessel is in a large shipyard.

20 MARINE ADVENTURE IDEAS

1. A sahuagin warband terrorizes a coastal town, searching for a rogue malenti.
2. An evil storm giant demands tribute from passing ships.
3. Fishermen discover a sunken city haunted by undead merfolk controlled by amphibious illithids.
4. A sea cave guarded by ixitxachitl hides the temple of an evil god.
5. Sightings of a ghost ship prove to be omens of shipwreck and disaster.
6. The heroes' ship is becalmed in a gigantic sargasso haunted by lacedons and monstrous crabs.
7. Slavers carry captives back to a mysterious island stronghold.
8. A sunken ship is rumored to have been carrying a powerful magical artifact.
9. Aboleths seek to capture and dominate wizards in accordance with a diabolical scheme.
10. A merfolk sage holds the answer to a puzzling mystery.
11. An aventi knight of the pearl warns that a sea witch plans to devastate shipping lanes between two cities.
12. A mysterious storm batters a port for months without abating.
13. Sailors are lured to a miragelike island; only their abandoned ships beached on the sands remain to hint at their fate.
14. A daring captain seeks a crew to sail with her on a risky voyage through icebound northern seas.
15. A dark, still lake in the jungle is said to hold tons of gold sacrificed to a strange lake god.
16. A vengeful sea demon swears vengeance on the descendants of a hero who defeated her long ago.
17. Terresterially adapted aquatic creatures are beginning to overrun a coastal region; the local lord suspects a wavekeeper of the green waters is responsible.
18. A darfellan leviathan hunter seeks companions in his quest to hunt a mosasaur that is terrorizing the region.
19. A band of aquatic elves is trying to find a malenti spy who has taken refuge ashore; they need help finding her in the unfamiliar terrestrial surroundings.
20. A shipful of hadozee privateers need help fulfilling their vow to hunt down a notorious scarlet corsair.

Illus. by D. Griffith

All places are possessed of life, and the seas are no exception. Many cultures have made their fortunes with a brisk sea trade, and those who are capable of sailing the blue seas are highly valued. Likewise, there are many settlements built along the shorelines of a great sea to take advantage of precisely that kind of trade, as well as the natural bounty of the sea itself. Characters of very nearly any race can be found on the seas. Though some races, such as dwarves, have little use as a culture for sailing vessels and the open sea, there can always be found that one odd fellow who takes to the sea as though he were born to it.

Beneath the waves lie wonders only dreamed of by land dwellers who hesitantly venture out on the waters in their great wooden vessels. Entire cultures and civilizations of marine races lie under the waves, engaged in their own commerce and beset by their own unique perils. The great kingdoms of the merfolk and aquatic elves are well known even among surface dwellers, and most sailors know which stretches of water are claimed by the locathah or sahuagin.

Seafaring Races

Characters of almost any race might travel for a time over (or through) the water, but aquatic elves, merfolk, sahuagin, and the like are true natives of this environment. Perfectly adapted to a life underwater, they build their cities and fight their wars in a world of dazzling white sands, rainbow-colored reefs, cold black rifts, and drifting kelp forests. Some of these folk are inclined to leave the sea and take up adventure on the nearby lands, but most rarely stray far from the waters of their home.

Other folk are not true denizens of the undersea world but are intimately associated with the sea and are found exclusively along (or above) its waters. The hadozee, for example, are rarely encountered far from the ocean, despite the fact that they are landgoing folk.

Table 2–1: Racial Ability Adjustments

Race	Type	Level Adjustment	Ability Adjustments	Favored Class	Automatic Languages
Aventi	Humanoid (aquatic)	+0	None	Any	Common
Darfellan	Humanoid (aquatic)	+0	+2 Str, –2 Dex	Barbarian	Darfellan
Dwarf, seacliff	Humanoid	+0	+2 Con, –2 Cha	Fighter	Common, Dwarven
Elf, aquatic	Humanoid (aquatic)	+1	+2 Dex, –2 Int	Fighter	Common, Elven
Gnome, wavecrest	Humanoid	+0	+2 Con, –2 Str	Bard	Common, Gnome
Hadozee	Humanoid	+0	+2 Dex, –2 Cha	Rogue	Common, Hadozee
Halfling, shoal	Humanoid (aquatic)	+0	+2 Dex, –2 Str	Rogue	Common, Halfling

AVENTI

"Your petty human kingdoms are amusing, but they pale against the splendors of ancient Aventus—either before the great waves came, or after."

—Boral Adirishol, aventi warlord-in-exile

Citizens of an ancient empire that sank beneath the ocean, the aventi adapted to their new home and now adventure both at sea and on land. A proud people who hold personal honor in high regard, the aventi can be found anywhere from the human-settled coasts to the deepest trenches of the ocean floor.

Aventi are little different from humans in appearance. Aventi usually stand from 5 feet to a little over 6 feet in height and weigh from 125 to 250 pounds, with men noticeably taller and heavier than women. Aventi coloration tends toward very pale, almost bluish skin to a lighter tan, with blue and green eyes and hair that ranges between a light brown to a very pale blonde. The calves and forearms of aventi feature small swimming fins that fold almost flat when the aventi leaves the water.

Aventi dress is very plain and sparse—most wear just enough to maintain their modesty, and some wear less than that. They are fond of pearls and soft metals that can be worked without heat, such as gold. Aventi, like humans, reach adulthood at about age 15 and rarely live more than a century.

AVENTI RACIAL TRAITS

- Medium: As Medium creatures, aventi have no special bonuses or penalties due to their size.
- Aquatic: Aventi are aquatic humanoids, and have the aquatic and human subtypes.
- Amphibious (Ex): Aventi can breathe water or air equally well, without limitation.
- Aventi base land speed is 30 feet. Aventi base swim speed is 30 feet. Aventi have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on a Swim check, even if distracted or endangered. Aventi can use the run action while swimming, provided they swim in a straight line.
- Water Spell Power (Ex): The magical ties that connect the aventi to Aventernus (see page 49) persist, untold ages since the sea god saved the aventi from extinction. As a result, spellcasting aventi have enchanced ability with water magic. An aventi's effective caster level is +1 for spells with the water descriptor.
- Human Blood: For all effects related to race, an aventi is considered a human. Aventi are just as vulnerable to special effects that affect humans as humans are, and they can use magic items that are only usable by humans.
- Automatic Languages: Common. Bonus Languages: Aquan, Elven, Sahuagin.
- Favored Class: Any.

AVENTI CHARACTERS

If you want to be totally at home beneath the waves, the aventi are a good choice because you can easily adventure for extended periods above or below the water's surface.

Adventuring Aventi: Most aventi adventurers undertake missions on behalf of their family or aventi community—reestablishing connections among the widely scattered aventi settlements, fighting bitter blood feuds against rival families, or rediscovering lore lost in the great cataclysm that transformed the aventi race.

But other aventi adventurers are more independent. There's a long tradition in aventi society—a cultural safety valve of sorts—where aventi who don't fit in choose a period of self-exile, during which they wander the seas. Your character might have chafed at the bounds of regimented aventi society, choosing exile rather than a stifled life among your people. Or maybe it wasn't voluntary; a real or trumped-up crime or conflict might have resulted in your exile. Whether you seek to regain your place in aventi society or forge a new destiny for yourself is up to you.

Taken as a whole, aventi are as likely to become adventurers as any other race, though land folk rarely hear of their exploits. Many aventi adventurers perform mighty exploits below the waves but only rarely venture out of the sea. Those who undertake those adventures that lead them out of the ocean are likely to find fellow adventurers who are more familiar with the surface world.

Character Development: Even though you have a swim speed, it's still a good idea to spend points on the Swim skill. Doing so will help you when you're facing undersea hazards and when you're wearing heavy armor. If you're a spellcaster, you'll want to know every spell in

the *Player's Handbook* with the water descriptor—and you'll find many additional water spells in Chapter 6 of this book as well.

Character Names: Aventi keep the names they are given at birth, even after marriage. When among other races, aventi do not give their family names, instead taking the name of their settlement as a substitute surname (as in "Ralin of Deepingpearl" rather than "Ralin Ubanishol"). Given names among aventi always begin with consonants, while family names always begin with vowel sounds.

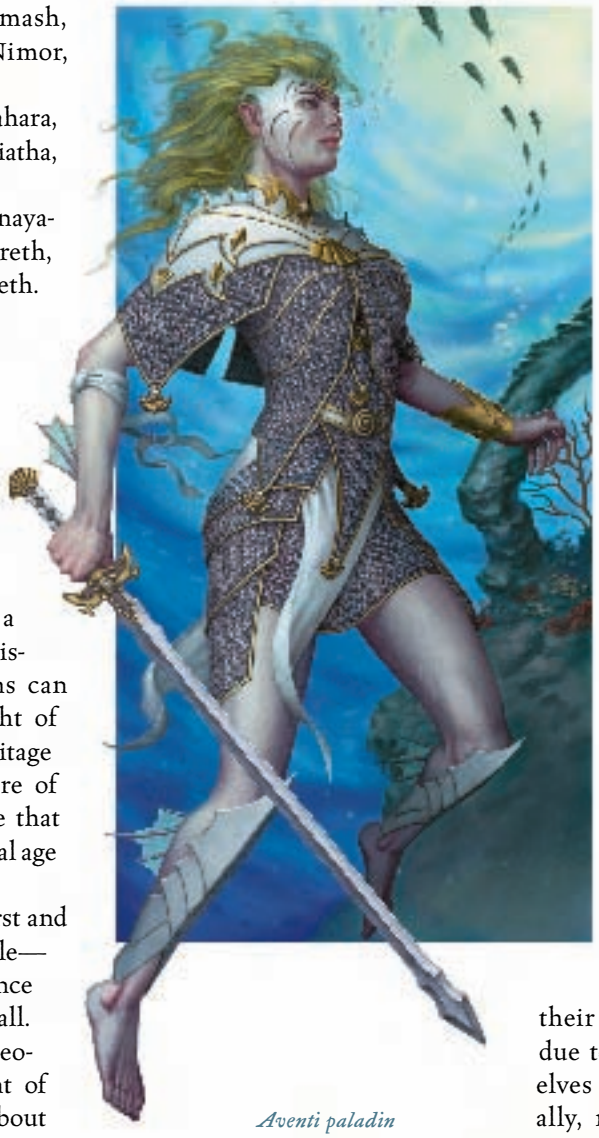
Male Names: Boral, Damash, Daneth, Kanal, Ghenor, Nimor, Ralin, Relvin, Tagren.

Female Names: Boshira, Dahara, Daratha, Ganelle, Janna, Naliatha, Nimora, Paranna, Shara.

Family Names: Adirishol, Anayasha, Eriskan, Iricha, Olbareth, Ubanishol, Uvarilith, Ygranneth.

ROLEPLAYING AN AVENTI

As an aventi, you're exotic both physically and culturally. You're able to traverse the boundary between the worlds of sea and air—a boundary that most find impassible. And you're from a culture with a rich, tragic history that few human nations can match. You carry the weight of your people's honor and heritage on your shoulders, a mixture of pride and sorrow not unlike that of a samurai after Japan's feudal age drew to a close.



Aventi paladin

Personality: Aventi are, first and foremost, a very devout people—they literally owe their existence to their patron sea god, after all. Aventi are also a very proud people, sometimes to the extent of being considered prickly about things such as their honor. They are not quick to take insult, but they are very particular about their own honorable behavior. They expect less out of other races, though are pleasantly surprised when one of the land folk matches their standards for honor, courtesy, and duty.

Aventi culture is very tradition-bound and ordered. This sense of tradition is expressed among the aventi as the Twelve Virtues: honor, loyalty, bravery, piety, civility, strength, perseverance, dedication, humility, obligation (specifically, to the family), respect, and peacefulness. Of course, these are ideals to which individual aventi strive, but the assumption of these virtues as being the norm colors everyday aventi life.

Roleplaying Application: When you're faced with an important decision, frame your answer in terms of the Twelve Virtues: "An intriguing dilemma…chasing the pirates would demonstrate the virtue of bravery, but continuing with our sea voyage would demonstrate the virtue of loyalty to our employers."

Behaviors: Aventi culture is regimented enough that even rebels, misfits, exiles, and other adventurers tend to go about their daily routines in an organized, mindful fashion. Devout aventi undertake many small rituals of thanks and acknowledgement through their day, and nearly every aventi recites his or her lineage before going to sleep each night (even those who can't stand their families).

Roleplaying Application: During your adventuring, think about small, repetitive tasks you can turn into rituals. Perhaps you sharpen the tines on your trident after every battle, then look in every direction for enemies, then examine the bodies of fallen foes.

Language: Aventi speak Common, as well as the languages of those civilizations around them. Many Elven words have found their way into the aventi Common, due to the influence of the aquatic elves on aventi civilization. Additionally, many aventi learn the Aquan tongue, often with a merfolk accent.

Roleplaying Application: Because aventi spend most of their lives underwater, they use idioms and expressions that humans find puzzling—and some phrases are baffling to aventi as well. The phrase "fight fire with fire" and "every cloud has a silver lining" are probably meaningless to aventi, who might instead use the equivalent phrases "sometimes you must wrestle the octopus" and "even the smallest oyster can hold a pearl."

Illus. by E. Polak

AVENTI SOCIETY

Long ago in the misty dawn of humankind, the mighty island nation of Aventus ruled the waves. The patron of this nation was a god of the sea, and it was only by this god's graces that the aventi exist today, for a terrible cataclysm befell that island nation. Some say that cataclysm was the working of a goddess who was the sea god's rival, while others claim that it was the result of the nation's own toying with terrible magics.

Regardless of the cause, Aventus was laid low by the cataclysm and the island nation sank beneath the waves. Though the sea god wasn't able to save the island, he transformed its people into the aventi, humans capable of breathing water.

Now aventi emerge from the sea only occasionally, for they are an insular people. In many cases, those who meet aventi do not know that they are dealing with a sea-dwelling creature, for the aventi do not look drastically different from humans and can easily pass for one in most cases. Those aventi who need to venture onto the surface world simply do so, engage in whatever trading they might need, and then go their way with few being any the wiser.

Alignment: Respectful of tradition and personal honor, aventi tend to be lawful. Aventi do not have any need for stringent legal codes and expansive laws. Each member of their society is assumed to act with honor and integrity, seeking the best outcome for the most people. Dishonorable behavior is dealt with on a familial level—a family is expected to deal appropriately with anyone in their midst whose behavior reflects badly on the community, whether through shaming them into proper behavior or ensuring that this family member makes amends and then keeping a close eye on him or her to prevent such behavior again.

Lands: Most aventi know the place where their original homeland sank beneath the waves. However, a generation or so after their transformation they were forced to abandon it. Some say it was because disease spread among them, while others claim that the sahuagin armies of a mighty kraken lord claimed the great city.

Settlements: Currently, aventi live in small enclaves of up to a thousand members. Each enclave is ruled by a king, who is often a paladin or cleric of the sea god. These enclaves are guarded by a militia led by the elite Order of the Pearl. Once a decade, the kings of all the settlements gather for a Royal Moot hosted by one of the kings, wherein the kings reaffirm their treaties and alliances with one another.

Beliefs: Most aventi revere the mighty sea god Aventernus as their patron and savior, for it was by his hand that they did not perish in the long-ago catastrophe that befell their kingdom. The temple hierarchy of Aventernus is a pillar of any aventi community, and high priests often serve as the principal advisors to aventi kings and lords. Evil aventi are sometimes lured by the promises and power offered by sinister deities such as Sekolah or Umberlee.

Relations: Aventi have excellent relations with merfolk, aquatic elves, and tritons, often banding together with them to fight off threats from land folk or aquatic threats. They are fascinated by the merfolk and their culture's apparent lack of structure, so unlike the aventi way. Aventi are dedicated enemies of the sahuagin and monstrous sea creatures such as merrows and scrags.

Of all the sea-dwelling folk, the aventi are the most likely to engage in regular commerce and trade with coastal and seafaring land dwellers. Sometimes they conceal their true origins from the humans they deal with, appearing as mysterious sea traders who rarely venture far from the ocean. In other places aventi kings are staunch allies of human lords ruling over coastal cities, and the two races freely mix. Human-aventi marriages are not uncommon in such places; the children of these unions are aventi, although they might have features and coloration that are quite unusual for their race.

AVENTI ADVENTURES

Adventures that involve both the air-breathing and water-breathing worlds often involve aventi. And when you need to use the plot device of an ancient culture with long-lost magic lore, consider a culture whose ruins lie below the waves, not below the ground.

- Once a century, the princess of a human kingdom must travel under the waves to an aventi enclave, exchanging gifts and learning about life at the ocean's floor. The PCs are part of the princess's retinue, responsible for keeping her safe during the journey and while in the company of her honor-obsessed hosts.
- An aventi warlord has roused the battle-fury of his community, raiding coastal villages and seizing every sailing vessel he can get his hands on. The warlord is no mere plunderer, however. He wants to lead his people back to life on land, displacing whatever humans get in the way of his homeland ("New Aventus").
- Aventi sages have warned for years against using the magic rituals that might have caused the sinking of Aventus, but a cult of aventi have pieced together most of the arcane texts. They want to use the ritual to sink the existing continents, creating a world dominated by undersea civilizations.

DARFELLAN

"For too long we were the prey. Now we are the hunters, and no more shall we mourn."

—Akilu Sea-Slayer

The darfellans were once a peaceful race of hunter-gatherers who lived among the surf and sea stacks of forbidding coastlines. Then the sahuagin discovered them, beginning a century-long struggle that almost ended in the extinction of the darfellan race. The remaining darfellans are brooding wanderers who crave the chance to exact a final measure of vengeance against the sahuagin who wiped out their kin.

A typical darfellan has a hulking, muscular build with a broad back, powerful arms, and a wide neck and head. A darfellan stands not much over 6 feet tall and weighs nearly 200 pounds.

A darfellan's most striking feature is his or her jet-black skin, glossy and hairless, broken by varied white markings. The size, shape, and location of the white areas distinguish family groups and quickly identify an individual's heritage to other darfellans and those who know how to read darfellan markings. Occasionally individuals are born who are entirely black or, much more rarely, wholly white. Such births are always seen as portentous, and the children are destined to hold positions of importance among the people—whether they are so inclined or not. The appearance of an entirely white darfellan is taken as a sign of great events, and the people's history is filled with stories of the upheavals that followed such births.

DARFELLAN RACIAL TRAITS

- +2 Strength, –2 Dexterity: Darfellans have a powerful physique but are somewhat clumsy, especially out of the water.
- A darfellan's base land speed is 20 feet; darfellan webbed feet are more suited for moving through water than on land.
- A darfellan's base swim speed is 40 feet. A darfellan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. A darfellan can always choose to take 10 on a Swim check, even if distracted or endangered. A darfellan can use the run action while swimming, provided he swims in a straight line.
- Hold Breath (Ex): A darfellan can hold his breath for a number of rounds equal to 8 × his Constitution score before he risks drowning. For a typical darfellan, this is 96 rounds, or almost 10 minutes.
- Natural Attack: A darfellan has a natural bite attack that deals 1d6 points of damage. If fighting without a weapon, a darfellan uses his bite as a primary attack, adding 1–1/2 times his Strength bonus to damage. If armed with a weapon, he can use his bite or weapon, as he chooses. When making a full attack, a darfellan normally uses the weapon as his primary attack along with the bite as a natural secondary attack (at –5 attack). If the darfellan gets extra attacks by virtue of a base attack bonus of +6 or higher, he gets them only with his primary attack.
- Echolocation: In the water, a darfellan can emit a series of whistles, then instinctively pinpoint nearby creatures by hearing the echo. Darfellans have blindsense out to 20 feet, but the blindsense doesn't extend beyond the water.
- Racial Hatred: A darfellan normally exudes a brooding calm, but the mere presence of a sahuagin is enough to send the darfellan into a blood-mad fury. Darfellans gain a +2 racial bonus on attack rolls and damage rolls when fighting sahuagin.
- Automatic Languages: Darfellan. Bonus Languages: Aquan, Common.
- Favored Class: Barbarian.

DARFELLAN CHARACTERS

As a darfellan, you're naturally able to adventure in the water—and you're no slouch on land, either.

Adventuring Darfellans: As a typical darfellan adventurer, you were probably raised in a hidden community on a forbidding ocean shore somewhere, only to lose kith and kin in a savage sahuagin attack. Now you wander the coastal waters seeking vengeance for your family and to honor the memory of the fallen darfellans.

If your home community still survives, you might be its representative to the outside world, or an exile who can't come home until a particular wrong is righted.

Darfellans hold hunters in great esteem, especially those who battle sahuagin. If you can explain your adventuring career in terms of fighting sahuagin or hunting, other darfellans will laud your career choice.

Character Development: Because you can take 10 on a Swim check, it's a good idea to develop your Swim skill so it reaches the point where you can succeed on common DCs (15, 20, and 25) without needing to pick up the dice. You should give extra consideration to classes that don't use heavy armor, such as barbarian, bard, druid, monk, ranger, rogue, sorcerer, or wizard, because armor will hamper your swimming ability.

Character Names: Akilu, Ekitilooit, Fee'itii!, Keitilili, Likiki!ta, Ootiliktik, Shooki!alui, Silooti!oo, Weililkoo.

ROLEPLAYING A DARFELLAN

If you ever wanted to roleplay a melancholy character with a tragic past, the darfellan is a good choice. As a survivor of sahuagin genocide, you tend to have a pragmatic or cynical worldview.

Personality: Darfellans tend to brood on the tragic history of their race, regarding it with equal parts pride and sorrow. You might be embittered by your lot in life, or you can make a point of behaving nobly no matter how dire the situation.

Roleplaying Application: You can speak of how you are the last in your line, determined to make your ancestors proud.

Behaviors: At its height, darfellan society was a complex caste-based culture, but now too few survivors remain for a caste system to work. Still, darfellans are apt to categorize people by their occupation or function; learning someone's job is more important than learning someone's name.

Roleplaying Application: You can develop job-based nicknames for the people you encounter. For example, you might say, "Healer, attend me!" rather than "Jozan, I need your help."

Language: The Darfellan language has many compound and multisyllabic words, so it can take a long time to say something. A mix of aggressive consonants, long vowels, and clicks gives the Darfellan tongue an animated, heavily enunciated quality.

Roleplaying Application: Even if you're a barbarian, sprinkle long words into your speaking. And because you're a strong, lumbering creature, speak slowly and in a deep voice.

Illus. by J. Thomas

Darfellan barbarian

DARFELLAN SOCIETY

Repeated hunts from the sahuagin have reduced the darfellan population to scattered villages and isolated families on remote stretches of coastline. Once the darfellans had a rich, vibrant, clan-based culture. But now most of those clans are just names known to a few darfellan elders, and much darfellan art and history exists only in the memories of the oldest darfellan survivors.

Alignment: Darfellans can be of any alignment. Many younger darfellans have an affinity for chaotic alignments because they've never lived in an ordered society.

Lands: Darfellan communities once dotted the coastlines of the world. From the ice floes of the arctic to the tropical archipelagos, darfellans could be found wherever ocean and land meet. Some darfellans even lived among the land dwellers, but the urge to swim among the crashing waves drew most back to their ocean home.

Settlements: A typical darfellan settlement is hidden in cliffside sea caves, some above the tide line and some below. Nearby is a dependable food source, often a kelp forest, a river with periodic salmon runs, or a coral reef rich with marine life. While the sahuagin have stopped organized hunts of the darfellans, the darfellans are still careful to keep their lairs concealed from those who would hunt them. Darfellans wandering the seas of the world are careful to say little of their shoreline homes.

Power Groups: The darfellans are a race of refugees; no remaining power groups exist among them. Many darfellans have retreated to their sea caves, where they live hidden away from the sahuagin and other dangers. Others roam the seas in small hunting bands, looking for sahuagin to slay. Either way, the darfellans are organized like a tribe, with a single chieftain or shaman making all the important decisions.

Darfellans believe that tribal organization will continue until a darfellan known in prophecies as the Deep Dweller emerges to restore the race to vitality. His or her appearance would immediately draw the allegiance of darfellans gathering from far and near, because the remaining darfellans regard tales of the Deep Dweller with messianic fervor.

Beliefs: Darfellans tend to worship one of the gods of the sea—if they haven't turned their backs on religion entirely. Many darfellans feel that their prayers and supplications went unanswered during the sahuagin's genocidal attacks, so they believe that the gods themselves have spurned the darfellan race.

Relations: Tribes of darfellans like to keep themselves hidden, but sometimes a darfellan community will develop a trading or mutual defense relationship with nearby merfolk, coastal humans, or aquatic elves. But such relationships rarely blossom into outright friendship because of secrecy on the darfellans' part; they tend to be businesslike arrangements where the two races remain at arm's length.

DARFELLAN ADVENTURES

Sahuagin figure prominently in darfellan adventures, of course. But any adventure that involves exploring the deep should be interesting to the player of a darfellan PC.

- A darfellan hunting party has been captured by land-based slavers who intend to march them far from the ocean. The PCs must defeat the slavers, rescue the darfellans, and figure out why the slavers wanted darfellans in the first place.
- In the tradition of movies like *The Seven Samurai*, a beleaguered tribe of darfellans hires the characters to defend their village against a coming sahuagin raid.
- A group of darfellan explorers is searching for an undersea cave network that legends say leads to the extraplanar shores of Oceanus—a possible new homeland where the surviving darfellans can flourish and rebuild their race.

ELF, AQUATIC

"Aid me in my endeavor, surface-dweller, and Deep Sashelas will surely favor you through all your journeys upon the face of his ocean."

—Xiphalia Brightwave

Although surface elves are renowned as daring and skillful seafarers above the waves, the greatest legacy of elves and sea lies below the surface of the ocean. The nations of the aquatic elves are as ancient and powerful as those of their land-dwelling cousins. The children of Deep Sashelas, aquatic elves dwell in the shallower parts of the ocean, usually within a few miles of a coast, for the deeper parts of the sea tend to be not only too cold and lightless for their taste, but also home to their blood enemies, the sahuagin.

Personality: Aquatic elves tend to be seen as standoffish creatures hesitant to trust outsiders, and this is true to some extent. Aquatic elves understand the value and importance of community in their survival beneath the waves. They are very suspicious of strangers, especially those who come from the surface world. Nonetheless, they know the value of a strong alliance and, once their fears are allayed, make staunch compatriots.

Physical Description: Aquatic elves are very striking in appearance, with skin that ranges between a light blue to a dark green. They usually have black hair and their eyes are oddly colored, ranging from an iridescent blue to gold to a white-silver hue that shines like mother-of-pearl. Their hands and feet are webbed and they boast a set of gills that runs along their collarbones and down their ribcages.

Relations: Aquatic elves have long memories and they do not trust quickly. However, they have long maintained alliances with the honorable aventi. They are more than happy to allow tribes of merfolk to wander into their territories and even stay for a while, but locathah and other such beings are not permitted within a day's swim of aquatic elf cities.

Alignment: Like most elves, aquatic elves maintain a love of freedom and personal expression, considering most laws and governments to simply be methods of control. They favor good and chaotic alignments.

Aquatic Elven Lands: Aquatic elf cities are wonders to behold, crafted as they are of living coral just as many elf cities on land are made from still-living trees. They gleam with mother of pearl and shells scoured bright, and among them swim fish of a thousand colors. The borders of these cities are guarded by soldiers with tridents, spears, and nets, as are the hunter-gatherer parties sent out to retrieve food among the fish and carefully cultivated fields of food plants nearby.

Aquatic elves are ruled by a loose feudal system, with clans of aquatic elves swearing fealty to noble houses who take oath to protect those clans beneath them. All it takes to confer nobility upon a clan is to have another clan swear fealty to it, so most clans have had times in their histories when they were considered nobility.

Religion: Aquatic elves revere Deep Sashelas first and foremost. His temples, usually built of solid stone and decorated by everyone in the community, serve not only as centers of faith but as the heart of aquatic elf communities. Deep Sashelas's clergy serve as the advisors of the aquatic elf people, often acting as counselors, healers, mediators, and defenders of their communities.

At some point in an aquatic elf's adult life, she is expected to undertake an endeavor for the local temple where her adulthood celebration was held. Each aquatic elf chooses her own endeavor, one that either relates to that elf's vocation or something that symbolizes her personality.

These endeavors aren't about doing something the temple needs to have done. They are about allowing the elf to express her sense of uniqueness in a way that directly benefits the temple and reaffirms her choices in life.

Illus. by J. Thomas

Aquatic elf sorcerer

Language: Aquatic elves speak Elven, though they have borrowed many words and inflections from the Aquan tongue, so that their speech tends to seem oddly accented to others who speak the language.

Names: Each aquatic elf clan has a name that is often translated into Common around non-elves, similar to the surnames of other elves. Personal names are given at birth and maintained throughout the life of the aquatic elf.

Male Names: Arvastan, Balthonlis, Barishlin, Deranthil, Ervastath, Kerithlan, Perilastanor, Poldanlin.

Female Names: Avashtana, Bihalisha, Deirastane, Firiashe, Iridansa, Tiliashanna, Xiphalia, Yrashiae.

Clan Names: Anterome (Brightwave), Danlianthol (Silverpearl), Garinlastil (Scarletleaf), Gyrashiil (Joybringer), Iandaal (Brightwhisper), Leriantol (Kinwatcher), Oromae (Silvercoral), Perlantasil (Nightwater).

Adventurers: Aquatic elf adventurers are often driven by a need to discover more about the other peoples and creatures in the world, for aquatic elf culture is very insular. They find themselves among strange races and cultures that they never dreamed possible. Most look forward to the day when they can return to their own people once more to tell the stories they have lived. Some begin a life of adventuring after undertaking an extended quest away from their homes on behalf of a temple of Deep Sashelas as part of their acknowledgement of adulthood.

AQUATIC ELF RACIAL TRAITS

- +2 Dexterity, –2 Intelligence. These adjustments replace the high elf's ability score adjustments. Aquatic elves are as swift and coordinated in their movements as their land-based kin. While more sturdily built than most of the other elf subraces, they have little use for study.
- Aquatic: An aquatic elf is a humanoid with the aquatic and elf subtypes.
- An aquatic elf has a swim speed of 40 feet. An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules on page 304 of the *Dungeon Master's Guide*).
- Proficient with trident, longspear, and net. This replaces the standard elf proficiency with longsword, rapier, and bow.
- Superior Low-Light Vision (Ex): Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.
- +2 racial bonus on Listen, Search, and Spot checks. An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.
- Automatic Languages: Common and Elven. Bonus: Aquan, Draconic, Giant.
- Favored Class: Fighter.

HADOZEE

"So far we've charted a new island in the Spice Archipelago, fished for dragon turtles, visited the Pearl Citadel of the sea-elves, and escaped from pirates no less than seven times. And this voyage isn't over yet. What fun!"

—Bansh Midnightchild,
Hadozee deckhand

A race of simianlike humanoids, hadozee are often referred to as "winged deck apes." It's easy to see where they would come by such a moniker: they are covered in light brown fur, with a slightly stooped posture, a shaggy mane, and a fanged muzzle. And they have flaps of skin that hang beneath their arms that enable gliding, if not true flight. Because they're also good climbers and balancers, hadozee are particularly suited for life aboard a ship sailing the seas of adventure.

Hadozee stand at about 5–1/2 to 6 feet tall, though they always seem slightly shorter due to their natural stooped posture. They tend to weigh between 200 and 250 pounds, most of that weight being solid muscle. Their eyes are black and glitter brightly, and their fur can range in color from a light tawny golden brown to a deep chocolate. Hadozee do not really need clothing due to their fur covering, though many who work aboard ships wear harnesses and belts for their tools and weapons. Hadozee generally have about the same lifespan as humans, though they are considered adults a little earlier.

Most fascinating of all, however, is a hadozee's patagial flaps—flaps of skin between legs and arms, similar to those of a flying squirrel. With these patagia, the hadozee can launch herself into the air and glide for significant distances. It is not uncommon for hadozee in the rigging of ships not to bother climbing down, but simply throw themselves into the air and glide to another part of the ship.

HADOZEE RACIAL TRAITS

- +2 Dexterity, –2 Charisma.
- Medium: As a Medium creature, a hadozee has no special bonuses or penalties due to her size.
- Hadozee base land speed is 30 feet.
- Gliding: Hadozee can use their arm-flaps to glide, negating damage from a fall of any height and allowing them to travel 20 feet horizontally for every 5 feet of descent. A hadozee glides at a speed of 40 feet (average maneuverability).
- +4 racial bonus on Balance and Climb checks: Hadozee are natural climbers and have no fear of narrow pathways. A hadozee does not lose her Dexterity bonus to AC while climbing and can climb unimpeded while holding something in one hand.
- Automatic Languages: Common, Hadozee. Bonus Languages: Aquan, Elven, Halfling.
- Favored Class: Rogue.

HADOZEE CHARACTERS

Hadozee is the race for you if you want to play a character eager to see the world from the deck of a heavily customized ship.

Adventuring Hadozee: As a hadozee, you have a natural wanderlust, and you're always eager to sail beyond the horizon. You regard your life as well lived if you see and experience as much as you possibly can.

For some hadozee, this wanderlust is of a more focused sort. You might travel the world seeking out arcane secrets, the lost lore of ancient empires, or vast piles of pirate treasure.

Hadozee adventurers are hardly out of the ordinary among their people; after all, most hadozee feel the call to the high seas at some point in their lives. Certainly, those hadozee who choose to go adventuring away from the ocean are looked upon oddly by their fellows, but "to each their own," the hadozee say.

Character Development: You have a natural talent for Balance and Climb. If you spend ranks on these skills, you'll quickly be able to engage in accelerated climbing and balancing, and you'll be able to go places your enemies can't follow.

Character Names: Hadozee take great pride in the ships that they serve aboard, and will often incorporate part of that ship's name into their own. Thus, Garsh, who has served aboard the *Dream of the Night*, might call himself Garsh Nightdream. This "ship-name" often binds hadozee together in ways that family or clan names do for other races—a hadozee who meets another hadozee who has served aboard the same ship feels more of a bond with that hadozee than with her own blood kin.

Male Names: Bansh, Darsh, Falth, Garsh, Grath, Groh, Harth, Krath, Marn, Polth.

Female Names: Bahasha, Bannithi, Dashi, Kalla, Kasha, Mara, Risha, Yasha, Yetha.

Ship-Names: The following names are examples of some ship-names known among hadozee, including (in parenthesis) the name of the ship they served aboard to get that name. When the name of the ship includes a term that denotes a woman, hadozee ship-names replace it with some form of "son" or "child" or "daughter," indicating that they feel some kinship to the ship, as a child might to a mother. Hadozee don't change their name for every ship that they serve aboard—the captain, crew, or adventure must be of such a quality as to inspire such a name change.

Dawnwarrior (*The Dawn Warrior*), Midnightchild (*The Midnight Lady*), Nightdream (*The Dream of the Night*), Pearldaughter (*The Lady of the Pearl*), Swiftson (*The Swift*

Lady), Swordstorm (*The Sword in the Storm*), Wavedancer (*The Wave Dancer*).

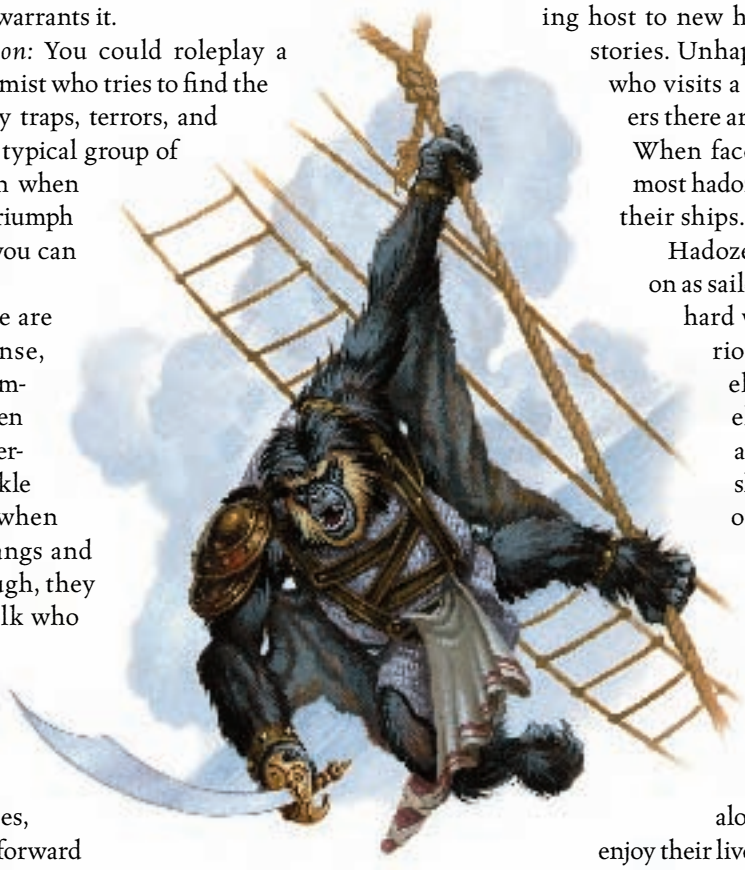
ROLEPLAYING A HADOZEE

If the darfellan PC is a tragic character forced to wander, then the hadozee PC is a cheerful traveler, propelled by curiosity and wanderlust into strange places and often dangerous situations.

Personality: Hadozee tend to be very active and curious. Even in dire straits, you're more likely to crack a joke than despair, although your humor can be black and acerbic if the situation warrants it.

Roleplaying Application: You could roleplay a hadozee as a sunny optimist who tries to find the bright side to the many traps, terrors, and malicious foes that the typical group of adventurers faces. Then when you and your comrades triumph over many adversities, you can say, "I told you so!"

Behaviors: Hadozee are known as very intense, prone to expressing themselves exuberantly—when a hadozee is enjoying herself, she is likely to chuckle or even whoop aloud; when angry, she bares her fangs and snarls. In general, though, they are a very peaceable folk who fight only when they must. Hadozee enjoy working aboard ships and do not consider their shipboard chores as inconveniences, often actually looking forward to them. Some unscrupulous captains take undue advantage of this trait, but for the most part, hadozee are well thought of and highly sought after as crew by the majority of captains.



Illus. by J. Nelson

Hadozee ranger

Language: The Hadozee tongue is composed primarily of hoots, barks, and low vocalizations, with minimal and easily learned body language. Hadozee are capable linguists, however, and delight in learning new languages, though they react positively when they meet nonhadozee who have learned their tongue.

HADOZEE SOCIETY

Most hadozee are raised communally in port towns; parents think nothing of leaving children with adults who share the same ship-name for weeks or even months at a time. Hadozee tend to congregate into shared living quarters, pitching in to afford and maintain large dwellings so that visiting hadozee immediately have a place to hang their hammocks. Hadozee are very communally minded when it comes to these dwellings. A hadozee who visits a port to discover a communal house in need of repairs or about to be taken away from those who live there due to lack of funds makes sure she leaves the place in a much better condition, often spending all her available funds to ensure its survival.

Many hadozee remember these communal homes from their childhoods as happy places constantly playing host to new hadozee with interesting stories. Unhappy is the hadozee sailor who visits a strange port and discovers there are no other hadozee there. When faced with such an option, most hadozee simply remain aboard their ships.

Hadozee have long been hired on as sailors, for they are known as hard workers and skilled warriors. They like working on elf ships or alongside an elf crewmate. Hadozee are rarely found aboard ships that remain in arctic or temperate conditions, for they prefer warmer, tropical climates.

Alignment: Hadozee have little room in their lives for higher philosophies of morality and ethics. They simply wish to be left alone to do their work and enjoy their lives, and prefer to leave others alone to do the same. Hadozee tend toward neutrality as a result.

Lands: Although the hadozee do have a homeland, they no longer know (or care) where it is. As far as any of them can remember, they have simply always traveled among other races, working aboard their beloved ships and seeing what the horizon held. Accordingly, they're almost always found near the coasts and at sea.

Settlements: In port cities where hadozee can be found, they live communally whenever possible. New mothers, those recovering from injuries, and anyone temporarily between berths keep up the local Hadozee House and raise whatever young have been left there.

Beliefs: The hadozee are not particularly religious, though moderately respectful of those gods of the sea whom they learn about from other sailors. A shipboard cleric of

a sea god can sometimes leave quite an impression on a hadozee—a hadozee who worships and swears by only one god is likely the result of such a meeting.

Relations: Hadozee genuinely adore elves, almost to the point of fawning over them. They get along well with most other races, though they dislike those races who, for whatever reason, seem incapable of putting in an honest day's work on deck. Hadozee and wavecrest gnomes who work together on the same ship often form very strong bonds, and hadozee are fascinated with the wavecrest gnome's ability to speak with sea birds.

HADOZEE ADVENTURES

Hadozee adventures almost always involve sea travel and a ship.

- A hadozee captain is suffering a curse that prevents him from remembering where he buried some pirate treasure. The PCs must do detective work to figure out where he sailed from, retracing his steps.
- A crew of hadozee have been shipwrecked on an island, where they've started a strange cult worshiping "the monolith of the living reef." Is this a coral golem, or something more?
- A hadozee wizard wants to construct an immense planar sailing ship, and she needs the PCs to acquire rare items and substances she'll incorporate into the design. Eventually the PCs could become the planar ship's crew.

Seafaring Cultures

In addition to the races that make their homes exclusively in or on the sea, virtually all intelligent races give rise to seafaring cultures—societies, clans, or roamers who carry the ways of their people to the farthest reach of the world's oceans. Dwarves are known chiefly as mountain delvers, but in places where the mountains meet the water the seacliff dwarves carve wondrous ports of stone and rock. Elven wingships roam the waves, graceful and swift as white eagles. Human sailors, merchants, explorers, fishers, sealers, whalers, pirates, raiders, and adventurers ply the waves, in search of sustenance, commerce, or lands yet undiscovered.

HUMANS

Settlements in coastal areas range from highly civilized realms with vast seaports to tiny tribal villages. Nearly every expression of humanity can be found somewhere along a coast, taking advantage of the ample fishing, sealing, trapping, whaling, and trade offered by the sea.

In warmer regions, these coastal cultures are often centers of commerce and exploration, sending out mighty fleets of ships heavy with trade goods to all manner of foreign lands. The desire for trade drives exploration. Bands of adventurers employed by these kingdoms seek out new lands, establishing trade agreements with them.

Poorer nations are usually less able to afford such fleets of traders and explorers. Indeed, many of them use their ships to help their civilizations survive hard winters by taking up raiding practices. The man who works the rocky soil of his field in spring might find himself impelled to go a-viking after the harvest in order to steal from his neighbors the prosperity that he was unable to coax from the soil.

Those who settle on islands range broadly in temperament and purpose, though invariably they are there because that island has significant resources to put to use (if only an abundance of solitude). Some such island cultures are made up of tribes who move from island to island in cleverly constructed canoes, allowing them to reap the bounty of their island homes without putting too great a strain on any one isle. Other settlements develop into great island nations, powers equal to any other nation, who have turned the resources of the sea around them to their benefit in the same way continental nations use the resources of their land. Such nations are invariably maritime powers, with massive fleets of well-crafted ships and skilled sailors who are very much at home on the sea.

Islands with ample natural resources that do not host a native settlement could serve as a stopover point for seagoing vessels on long trips. Such a place naturally evolves into a trading nexus and might eventually come to be a great power on its own.

Those who actually live upon the seas full-time are rare: even merchants, sailors, adventurers, pirates, or raiders spend a significant amount of time ashore. The raft folk are one example of a people who live the entirety of their lives aboard a ship. These people form tribes that skirt the edges of other societies, traveling in their ships from one settlement to the other, offering their services and trying to make lives for themselves until it is time to move on. While a few of these folk are scoundrels and rogues, most of the raft folk (sometimes called "river rats" or "sea rats," depending on where they sail their ships) are simply a society of folk smitten with wanderlust who don't fit in with most other settlements.

The raft folk demonstrate the ingenuity of the human race. They live aboard cleverly designed rafts their entire lives, forming temporary communities by lashing their rafts together to form small floating settlements. Savoring the life that the sea has to offer them, the raft folk are a very peaceful people. After all, they never have to live near someone they dislike, since all they have to do is simply unlash their house-rafts from the rafts of the people around them and move on.

DWARVES

Most dwarves prefer to have as little to do with the ocean as possible, whether that means living beside, upon, or certainly within it. Nonetheless, some regard the open sea with incredible fascination. These rare few, referred to as "salt beards" by other dwarves, take to shipboard life as readily as any human or hadozee. They are expert armorers, weaponeers, and engineers, and their services are highly sought after by many captains.

SEACLIFF DWARVES

Some clans of dwarves settled not in the mountain delves favored by most of their race but in the tall, impregnable cliffs that overlook the sea. These seacliff dwarves are considered by other dwarves to all be salt beards, though in truth most of them prefer the safety and security of their subterranean homes as much as any other dwarf. The difference is that those rare few among them who would be salt beards don't have far to go.

All seacliff dwarves are good swimmers, as behooves folk whose lower passages can fill with seawater during major storms. Living areas and the like are always situated well above even the highest such waterline.

Seacliff dwarves are identical to the dwarves described in the *Player's Handbook*, except as noted below.

- Strong Swimmers: Seacliff dwarves gain a +2 racial bonus on Swim checks. Additionally, a seacliff dwarf doubles his Constitution score for the purposes of determining how long he can hold his breath before he must begin making checks against suffocation (see the *Dungeon Master's Guide*, page 304 for details on holding one's breath).
- Seacliff dwarves do not gain the +1 racial bonus to hit orcs and goblinoids that most dwarves do, since they have not encountered these creatures nearly as often as their mountain-dwelling cousins.

ELVES

Elves, like humans, can often be found aboard ships. Indeed, those elf nations that abut the oceans often boast large and impressive navies. Elf ships, like other examples of elven craftsmanship, have a strong aesthetic quality to them—attention is paid not simply to the efficiency and usefulness of a design but to its shape and final appearance. Many elf ships have graceful, curving lines that call to mind birds' wings, the curve of a leaf, or the swell of a wave.

Most elf settlements are found far from coasts; even those nations that have a sea nearby prefer to build their homes inland along a deep river that will provide an outlet into the sea. In those rare instances where an elf settlement springs up near the ocean itself (whether along a coast or on an island), it always features tall towers set to watch the horizon for danger, a set of strong jetties and wave breaks, and a constant patrol of ships on the lookout for strangers.

GNOMES

The average gnome has very little to do with the sea. Certainly, a gnome might occasionally find herself aboard a ship following the trail of some adventure or another, but in general, gnomes tend to be uncomfortable among the unfamiliar smells of the ocean. However, a few are fascinated by the intricate workings of ship rigging and make themselves quite useful aboard a vessel.

WAVECREST GNOMES

Unlike their cousins, wavecrest gnomes are naturally drawn to the sea. Dwelling on small islands and beside hidden lagoons, wavecrest gnomes consider the sea their natural heritage. Though they love ships, as a people they rarely craft anything larger than a barge. Wavecrest gnomes would rather sign aboard one of the mighty, majestic ships of the larger folk.

Wavecrest gnome settlements are made up of round-topped buildings half buried in the sand of a secluded coast or shore. When threatened, these gnomes are skilled fighters with gaff hooks and thin-bladed daggers, but they prefer to go about their lives peaceably. Rare is the wavecrest gnome settlement that needs regular patrols, for the sea birds that live among them have learned that the gnomes reward with tasty treats those birds who warn them of approaching strangers.

Wavecrest gnomes are identical to the gnomes described in the *Player's Handbook*, except as noted below.

- +1 racial bonus on attack rolls against locathah and sahuagin. Wavecrest gnomes have had to fight off raiding parties of these creatures for generations, and have developed skills against such creatures. This bonus replaces the gnomes' normal racial attack bonus against kobolds and goblinoids described in the *Player's Handbook*.
- Spell-Like Abilities: 1/day – *speak with animals* (sea birds only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *know direction*, *prestidigitation*. Caster level 1st; save DC 10 + wavecrest gnome's Cha modifier + spell level. See the spell descriptions on pages 216, 246, and 264 of the *Player's Handbook*, respectively. These replace the normal spell-like abilities of gnomes in the *Player's Handbook*.

HALF-ELVES

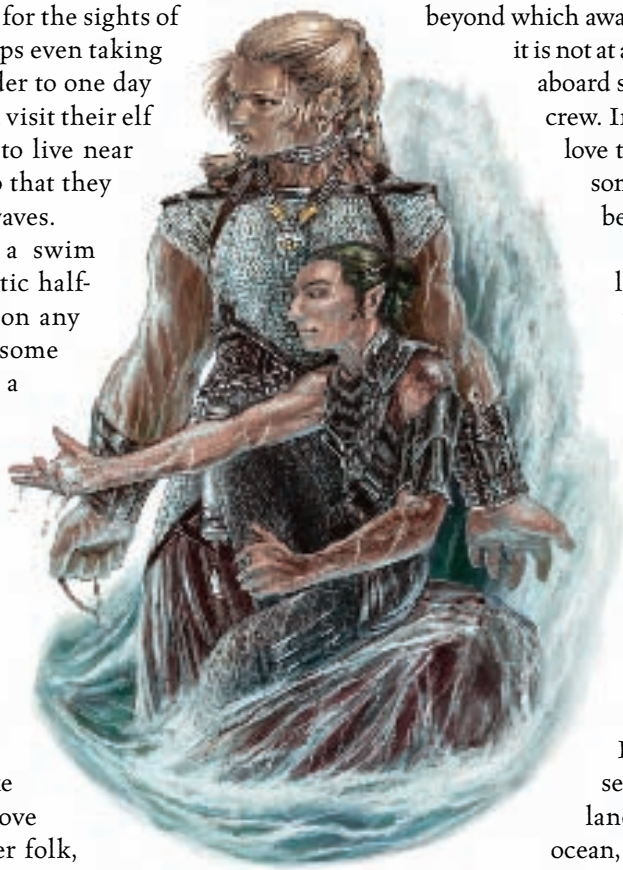
Half-elves take to the sea in fair numbers and are highly sought after as crew. With keen night eyes and heightened senses, they make excellent sailors.

AQUATIC HALF-ELVES

Coastal communities found near aquatic elf settlements occasionally have one or more half-elves. Despite the greenish or blue coloration inherited from their aquatic elf parents, the human blood runs strong, and these half-elves aren't able to breathe water. Aquatic half-elves can also sometimes be found among the raft folk, humans who live intimately with the sea around them and might come into contact with the aquatic elves.

Such children might long for the sights of their aquatic heritage, perhaps even taking up the study of magic in order to one day experience those things and visit their elf parent's home. They prefer to live near the ocean when they can, so that they might hear the roar of the waves.

- An aquatic half-elf has a swim speed of 15 feet. An aquatic half-elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.
- An aquatic half-elf does not receive any bonus on Diplomacy or Gather Information checks. Unlike other half-elves, who move easily between many other folk, aquatic half-elves are more comfortable with their own company and are not as affable and outgoing as their fellows.
- Sea Longing: An aquatic half-elf who remains out of sight of the sea for more than a week longs for the sea, taking a –1 penalty on Wisdom-based checks until he returns to the shore.
- Automatic Languages: Common and Elven. Bonus Languages: Any (except secret languages, such as Druidic).
- Favored Class: Any.



Seacliff dwarf and shoal halfling

HALF-ORCS

Half-orcs are strong workers and good fighters. Moreover, many of them have a scoundrel's inclination—as a result, there are a good many half-orc pirates. In many instances, these are half-orcs who found it difficult to live in human society because of their ferocity but are spurned from orc society for their tainted blood. They find welcome among the outlaws and cutthroats that make up the lowlife of the docks.

HALFLINGS

When the wanderlust takes him, rare is the halfling who does not view the sea as a great horizon to be crossed, beyond which await sights to be seen. As a result, it is not at all uncommon to find halflings aboard ships, whether as passengers or crew. In general, most halflings don't love the sea—rather, they view it as something to cross to see what lies beyond.

Halflings rarely settle on islands or along coasts, for their traditional lifestyle tends toward something a bit more pastoral. However, halflings whose settlements lie within a decent day's travel or so of the sea take advantage of occasional outings to see the sea and ogle at the strange things that come into port towns from across the waves.

SHOAL HALFLINGS

In the greenwater parts of the sea, those middle areas between land and true bluewater deep ocean, there can be found communities of shoal halflings, a subrace of amphibious halfling folk. Capable of breathing both water and air, shoal halflings dwell in the waters that lie between sandbars off a coast. Their homes are constructed of natural building materials along the bottom of these areas. The homes themselves are constructed as domes that end up covered in sand and coral, disguising them quite well.

Shoal halflings are a freckled tan, allowing them to blend quite well with sand patterns in the shallows where they dwell. Their hair is dark, ranging between

Illus. by D. Baker

a deep black to a dark greenish hue, and their eyes tend to be bright blue. Other than a slight webbing between their toes and fingers, shoal halflings can easily pass for normal halflings.

Shoal halflings are identical to the halflings described in the *Player's Handbook*, except as noted below.

- Aquatic: Shoal halflings are humanoids with the aquatic and halfling subtypes.
- Shoal halfling swim speed is 20 feet. A shoal halfling has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.
- Amphibious (Ex): Shoal halflings are amphibious, capable of breathing water and air equally.
- Shoal halflings do not gain the +1 racial bonus on attack rolls with thrown weapons and slings of other halflings, since such things aren't common among shoal halflings.
- Shoal halflings do not gain any racial bonus on Climb, Jump, or Move Silently checks, since they have little opportunity to become proficient in these skills in their aquatic homes.

AGE, HEIGHT, AND WEIGHT

The details of your character's age, gender, height, weight, and appearance are up to you. If you prefer rough guidelines, refer to Tables 2–2 through 2–4 when creating aventi, darfellan, aquatic elf, or hadozee player characters.

CHARACTER AGE

Your character's starting age is determined by your choice of race and class. For example, an aventi druid's starting age is 15 years + 2d6 years (between 17 years and 27 years).

Table 2–2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Aventi	15 years	+1d4	+1d6	+2d6
Darfellan	14 years	+1d4	+1d6	+2d6
Aquatic elf	110 years	+4d6	+6d6	+10d6
Hadozee	13 years	+1d3	+1d4	+1d6

As your character ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase. The effects of each aging step are cumulative, but a character's ability scores can never be reduced below 1 by aging effects.

Table 2–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Aventi	35 years	53 years	70 years	+2d20 years
Darfellan	33 years	50 years	65 years	+2d10 years
Aquatic elf	175 years	263 years	350 years	+4d% years
Hadozee	35 years	53 years	70 years	+2d20 years

1 At middle age,–1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age,–2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age,–3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

When a character becomes venerable, the DM secretly rolls to determine his or her maximum age. This is the sum of the number from the Venerable column for that race in Table 2–3 plus the modifier from the Maximum Age column. When a character reaches his or her maximum age, he or she dies of old age at some point in the following year, as determined by the DM.

HEIGHT AND WEIGHT

Choose your character's height and weight from the ranges mentioned in the racial description, or roll randomly on Table 2–4: Random Height and Weight. The dice roll given in the Height Modifier column determines the character's extra height beyond his or her base height. That same number multiplied by the dice roll given in the Weight Modifier column determines the character's extra weight beyond his or her base weight.

Table 2–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Aventi, male	4′ 10″	+2d10	120 lb.	×(2d4) lb.
Aventi, female	4′ 5″	+2d10	85 lb.	×(2d4) lb.
Darfellan, male	4′ 5″	+2d4	120 lb.	×(2d6) lb.
Darfellan, female	4′ 5″	+2d4	100 lb.	×(2d6) lb.
Aquatic elf, male	4′ 10″	+2d10	100 lb	×(2d4) lb.
Aquatic elf, female	4′ 5″	+2d10	80 lb.	×(2d4) lb.
Hadozee, male	5′ 0″	+2d8	150 lb.	×(2d4) lb.
Hadozee, female	4′ 10″	+2d8	120 lb.	×(2d4) lb.

Illus. by D. Griffith

Many heroes find that their journeys and quests lead them into a maelstrom adventure at some point in their careers. A charismatic rogue might find himself at the helm of a pirate ship, fighting against the tyranny of an evil empire; a bold paladin might confront a sea monster terrorizing a coastal town; a learned wizard could discover stories of a magical treasure hidden on a remote sunken island and organize an expedition to recover the prize. Many a dungeon delver finds that the most challenging and difficult dungeons to explore are those with substantial water hazards. Some heroes spend the great majority of their careers adventuring on or under the sea; characters of this sort often possess unique talents that suit them for their chosen environment.

Class Options

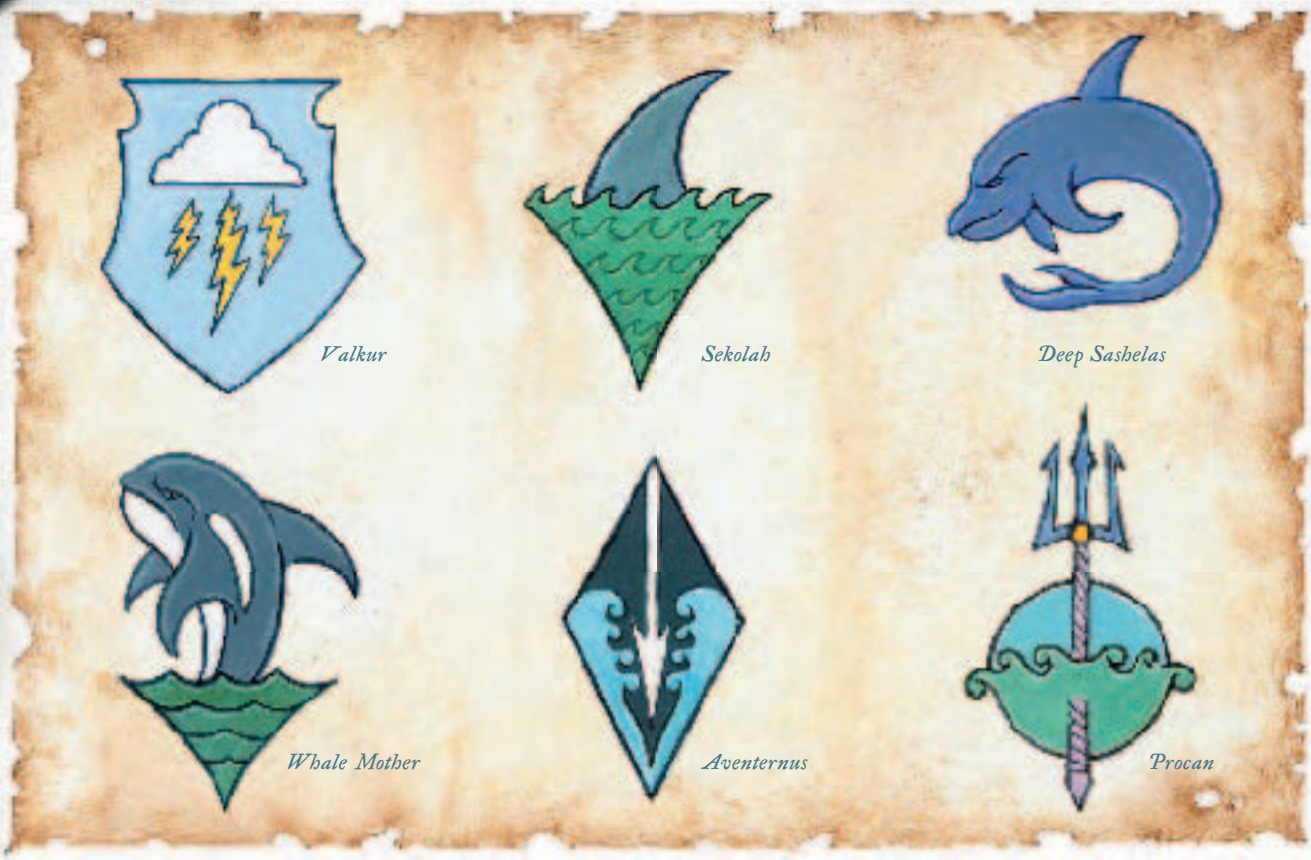
Although there are no unique character classes native to the seas, rivers, or subterranean waters of the world, a marine environment imposes distinct requirements on the standard character classes. Some classes adapt readily to a life on or under the waves with few changes, while others have new options to choose from. This section includes information on adapting the eleven classes from the *Player's Handbook*, as well as a handful of classes from other sources.

BARBARIAN

Barbarians often inhabit wild coasts or travel the open seas. They dwell in regions inhospitable to most humanoids, whether these are fetid jungle isles or the gloomy shores of arctic seas. Barbaric human tribes can be found almost anywhere, and some of them take to a life at sea. Aquatic elves and coastal clans of land-dwelling elves might also be barbarians, while darfellans favor the barbarian class above all others.

Barbarians of the waters and shores are expert in fishing and in following the seasonal movements of marine animals. They might follow migrating whales, taking to skin boats to harpoon the leviathans, or move up and down rivers with the salmon. On outriggers they pursue aquatic monsters, while others line a tidal flat with nets to trap fish when the waters flood in. Such barbarians are always adept swimmers and able to tolerate extended periods in cold water or heavy rain.

Maelstrom barbarians often take to raiding, descending in war canoes or longboats to ravage the shorelines of civilized lands. These reavers are widely feared and form the basis of many terrifying tales.



Symbols of deities of the waters

Illus. by W. England

Fast Movement (Ex): Barbarians who possess a racial swim speed can choose to apply their fast movement bonus to their swim speed instead of their land speed. The choice must be made when the character gains the class feature and cannot be changed later. This benefit still applies only when the barbarian is wearing no armor, light armor, or medium armor and not carrying a heavy load.

BARD

Among seafaring societies, the opportunity for travel is ever-present, and the distances potentially great. Strange lore and tales of fabulous places are the currency of bards who take to the sea, who find ways to trade this knowledge for their own benefit.

Bardic Music: A bard performing underwater is restricted in what sorts of Perform checks she can make. Perform (sing) is impossible unless the bard can breathe water, whether naturally or by virtue of a spell. Oratory is similarly ineffective. Likewise, wind instruments, pipes, accordions, bagpipes, and similar instruments do not function underwater. Percussion instruments such as bells work well underwater, as do string instruments that use metal rather than gut strings.

CLERIC

Clerics of the sea and shore honor those deities with dominion over the hazards of these environments—storms, floods, and the like. Their roles are usually to propitiate these wild and often hostile gods so that they will not visit destruction on the community, the ship's crew, or the fishers' boats. Some, particularly nonhuman aquatic races, serve the tutelary deities of underwater life. Other clerics venerate instead the elemental forces of water and air without dedicating themselves to a specific patron—though they are careful to respect the gods who govern those domains. Deities of travel also have sway over those who make their living from the seas but are not identified primarily with water. Finally, many of the marine races revere particular racial patron deities, such as the Whale Mother of the darfellans or Eadro of the merfolk and locathah.

The names, alignments, domains granted, and the favored weapon of various aquatic deities are summarized on the table on the facing page. Further details on the deities themselves can be found in the nearby sidebar; details on new domains can be found in Chapter 6: Magic.

DEITIES OF THE WATERS

Several of the following deities come from specific campaign worlds; if the DM wishes to incorporate any of them into a different world, he can rename the deity and retain its characteristics and interests, or he can assume that the deity's relationship to lakes, rivers, and seas extends throughout many realms.

Aventernus is a sea god whose nature has changed along with the lives of his favored people. Once a human deity of maritime concerns such as naval endeavors and fair mercantile work, Aventernus was the patron of an island nation of powerful magicians and skilled sailors. Aventernus's priesthood played an important part in the daily workings of the city. All that changed, however, when a mighty catastrophe sank the nation into the waters of the sea. He transformed the humans loyal to him into the aventi.

Aventernus is a stern god of justice and fair practices, and the honorable nature of the aventi can be traced back to the influence of his precepts on the lives of his people. Aventernus's symbol is a white spear striking and parting water on a diamond. Aventernus's creed is the application of strength in the assistance of the weak. Every aventi king has some training as a cleric of Aventernus, and each is served by the knights of the pearl (see page 52).

Blibdoolpoolp is the deity of the kuo-toas. Her bloodthirsty worship demands frequent sacrifice of sentient beings. Her symbols are a lobster's head and a black pearl. She takes the form of a naked human woman with the head and pincers of a lobster. Blibdoolpoolp's temples have a lobster motif.

Deep Sashelas is the patron of sea elves. He also represents the forces of creation and knowledge. In addition to aquatic elves, this deity receives the veneration of darfellans. Deep Sashelas's symbol is a dolphin. He often appears as a dolphin but has a tendency to tarry in humanoid form with various female beings. His worshipers offer artistic works and songs of praise at the highest and lowest tides of the year, and they are fearsome enemies of sahuagin. Deep Sashelas is detailed in *Faiths and Pantheons*.

Eadro is the patron deity of locathah, merfolk, and tritons. All three races claim him as their creator, each pointing to itself as the most perfect example of sea folk. His symbol is a spiral or whirlpool. He appears as a tall and perfect specimen of his worshipers' race.

Geshtai is a lesser deity of lakes, rivers, wells, and streams. She appears as a young woman standing in a pool of water, holding a clay jug. Her worshipers protect sources of water and guide the lost to safety. Geshtai's symbol is a waterspout. Geshtai is detailed in the *Living Greyhawk Gazetteer*.

Ishtishia is the elemental embodiment of water. He is an enigmatic and changeable deity with a small following. Like water itself, smaller groups within the religious hierarchy form, pool, and re-form. Ishtishia's temples are built beside water, and his clergy protects and purifies water sources. His symbol is a cresting wave. Ishtishia is detailed in *Faiths and Pantheons*.

The Mockery, one of the Dark Six, embodies the ferocity of the sea. He is patron to Eberron's sahuagin and worshiped out of fear by all who must ply the seas. His symbol is a dragon turtle. He is said to appear usually as a human or merfolk with seaweed entwined in hair and beard. The Mockery is detailed in the *Eberron Campaign Setting*.

Procan is the wild deity of ocean storms, winds, and waves, as well as of sea life. He is as tempestuous as his domain and can be greedy or cruel. His clerics make holy water from brine and travel aboard ships to placate the god's wild moods. Procan's symbol is a trident piercing a cresting wave. Procan is detailed in the *Living Greyhawk Gazetteer*.

Sekolah is a powerful devil and patron of the sahuagin. He appears as a giant great white shark. Sahuagin priestesses offer sacrifices of conquered enemies and dedicate vast wealth in gems and jewelry. Sekolah does not otherwise interact much with his worshipers. His symbol is a shark's dorsal fin cutting the water.

Umberlee is capricious and ill-tempered, and her worship consists mainly of turning aside her anger (which manifests in storms and tidal waves). Her symbol is a blue-green wave curling to both left and right. She appears as a blue-skinned humanoid woman with taloned fingers, finned elbows, pearly eyes, and hair of kelp. Umberlee is detailed in *Faiths and Pantheons*.

Valkur is the patron of sailors both mercantile and naval, as well as the god of favorable winds and storms. He appears as a jolly sea captain who can pilot any vessel. Changeable as the winds, the Captain of the Waves is a fiercely loyal leader. His worship is conducted on the decks of ships, and many of his clerics serve at sea. His symbol is a shield with a cloud and three lightning bolts. Valkur is detailed in *Faiths and Pantheons*.

The Whale Mother is the patron deity of darfellans, honored as the creator of sea creatures and especially of porpoises, whales, seals, and other marine mammals. Her symbol is a leaping whale. She is depicted as a delicate, pale-skinned woman, surrounded by currents of light and vitality, who rides a vast whale the size of a large island. Its spoutings produce the rainstorms that frequently lash the darfellans' chill coasts, and the waving of its flukes stirs the ocean currents. Her followers do not build temples but conduct community ceremonies at important times of the year.

Yeathan is the god of the evil depths, master of the gasping last breath and lord of the deep darkness below. He is the patron of all things foul and malevolent about the sea. His temples are always submerged and unlighted, filled with things found only in the deepest blackwater trenches. His symbol is a dark blue-green spiral with a black center.

Deities of the Waters

Deity	Align.	Domains	Favored Weapon
Aventernus	LG	Good, Law, Ocean*, Seafolk*, Strength	Spear
Blibdoolpoolp	NE	Blackwater*, Destruction, Evil, Water	Pincer staff[1]
Deep Sashelas	CG	Chaos, Good, Knowledge, Ocean*, Water[2]	Trident
Eadro	N	Protection, Seafolk*, Water	Longspear
Geshtai	N	Plant, Travel, Water	Spear
Ishtishia	N	Destruction, Ocean*, Storm*, Travel, Water	Warhammer
The Mockery	NE	Destruction, Evil, Storm*, Water	Trident
Procan	CN	Chaos, Storm*, Travel, Water	Longspear
Sekolah	LE	Blackwater*, Evil, Law, Strength, War	Trident
Umberlee	CE	Chaos, Destruction, Evil, Ocean*, Storm*	Dagger
Valkur	CG	Air, Chaos, Good, Ocean*, Protection	Cutlass[3]
Whale Mother	LG	Animal, Good, Law, Ocean*, Seafolk*	Paddle (greatclub)
Yeathan	NE	Blackwater*, Destruction, Evil	Trident

*New domain described in Chapter 6.
1 See the kuo-toa entry, page 164 of the *Monster Manual*.
2 Add Elf domain if you use the Forgotten Realms setting.
3 New weapon described in Chapter 5.

DRUID

Druids of the waters are not as common as those inhabiting forests and wild lands. Much of the ocean's expanse is beyond the reach of humanoids, other than the aquatic varieties, so there is a less pressing need to protect it. However, druids do tend sacred pools and streams and work with the fey that inhabit them. Among fishing peoples, druids tend the harvest and work to ensure that waters are clean and fish plentiful.

Peaceful aquatic peoples such as tritons, merfolk, and sea elves have a larger proportion of druids in their midst than air-breathing humanoids. These worshipers of nature tend coral reefs, kelp forests, and deep places of mystery, and they guard against wanton hunting other or depredations. Druids of ferocious aquatic tribes might lead sacred underwater hunts or battles against air-breathing intruders in their territory.

Animal Companion (Ex): If a campaign takes place wholly or partly in an aquatic environment, the DM can add aquatic creatures to the druid's list of animal companion options, as noted on page 35 of the *Player's Handbook*. The following list of animals available to such a character provides options from both the *Monster Manual* and this book.

1st Level: barracuda*, eel*, porpoise, sea snake* (Small or Medium), sea lion*, seal*, shark (Medium), snapping turtle*, squid, stingray*.

4th Level: dire eel*, sea snake* (Large).

7th Level: dire barracuda*, elasmosaurus (dinosaur), sea snake* (Huge).

10th Level: shark (Huge), orca (whale).

13th Level: giant octopus, ichthyosaur* (dinosaur).

16th Level: archelon* (dinosaur), dire shark, giant squid.

19th Level: mosasaur* (dinosaur), plesiosaur* (dinosaur).

*New creature described in Chapter 7.

Woodland Stride (Ex): A druid who has a racial swim speed can choose to apply this ability to difficult aquatic terrain (shallow coral, kelp beds, ice-choked waters, sargasso, and similar obstacles), rather than woodland terrain. This choice is made when the class feature is gained.

FIGHTER

Fighters in a seafaring setting are as likely to be marines (shipborne combat specialist) as sailors (characters expert in handling a ship). Their chief role is to board and occupy enemy vessels, especially pirate ships—if they aren't pirates themselves—and to defend their own ship against all attacks. These fighters specialize in agile, lightly armored combat (which is well suited to a ship's deck, since heavy armor is a death trap if you're knocked overboard). Nautical fighters often use rapiers and daggers in hand-to-hand fighting and exploit the rigging of ships to maneuver in combat. Fighters also guard mercantile riverboats; some are themselves tough skippers of their own craft.

Among aquatic peoples, fighters serve the same roles as they would on land: soldiers, city guards, private bodyguards, and so on. Since many familiar weapons are of little use underwater, such characters rely mainly on piercing weapons or aquatic crossbows. Hand-to-hand (or fin) combat is also popular for underwater fighting: Improved Unarmed Strike, Improved Grapple, and Improved Natural Attack are common feat choices. Armor is not favored underwater, since even light armor can interfere with movement; magical protection from rings and bracers (not to mention devices that boost Dexterity) is much more common.

MONK

The unarmed combat traditions of monks are especially useful in an environment that impedes most weapon use. Claws, teeth, and tails are equally deadly underwater as on land, making sahuagin monks especially dangerous. Even those without a native swimming ability can grapple as effectively as aquatic creatures. Monks whose unarmed strikes normally deal bludgeoning damage either arm themselves with appropriate piercing weapons such as the dagger and siangham or take feats such as Toothed Blow (see page 94) to make their underwater attacks more effective. Faster movement allows even an air-breathing monk to move more quickly in the water, while his adroitness at Balance, Climb, Jump, and Tumble let him move like a squirrel through ships' riggings or keep his feet on the most violently storm-tossed ship.

Fast Movement (Ex): Monks who possess a racial swim speed can choose to apply their fast movement bonus to their swim speed instead of their land speed. The choice must be made when the character gains the class feature and cannot be changed later. This benefit still applies only when the monk is wearing no armor and not carrying a medium or heavy load.

Alternate Class Feature (Water Step): A monk can choose to forego his slow fall class feature and instead choose the following class feature.

Water Step (Ex): At 4th level, a monk can move with a step so quick and light that he can walk across short distances of water. The maximum distance across which the monk can move is equal to the slow fall distance he otherwise would have (20 feet at 4th level, 30 feet at 6th level, 40 feet at 8th level, and so on up to a maximum of 90 feet at 18th level). He can divide his water-step movement between two consecutive turns, as long as he begins or ends every turn on solid ground. If the monk exceeds his water step distance without setting foot on land (or some other solid footing), or stops moving while still on water,

he immediately falls in. He can use water step as part of a move action, including charging or running, and can even make Tumble checks while using water step.

PALADIN

Rivers and oceans don't seem at first to be typical environments for paladins. An armored knight just doesn't go to sea: Most mounts do not swim with a rider, nor do they tolerate the shipboard life well. However, a paladin might be in the service of a water deity's temple, and sea-dwelling races have their own champions of justice (the aventi in particular have a long, honorable paladin tradition). For example, the triton Order of the Crimson Shell is dedicated to eradicating the sahuagin and opposing the dreaded sahuagin cult known as the Jaws of Sekolah, which spreads terror and blood across the seas.

Special Mount (Sp): An aquatic paladin can choose to call a hippocampus (see page 153) as her special mount instead of a horse. Small paladins can call a porpoise instead of a pony.

RANGER

Rangers of the rivers and seas are often master sailors, expert in the use of watercraft both large and small. They paddle canoes through wild canyons, sail outriggers amid coral reefs, or pilot skiffs along rocky coasts. Among aquatic folk, rangers are hunters and trackers who have become specialized in following their prey through the challenging medium of water. Sahuagin in particular make dangerous aquatic rangers.

Track in Water: A ranger can follow a trail even across streams or underwater. Such terrain cannot hold tracks, but the ranger uses faint scent traces and lingering disturbances in the water to follow the recent passage of his quarry. Since water (especially if moving) quickly washes away the trail, the Survival DC modifier for tracking in water is +10. For each minute that passes since the trail was made, the DC also increases by 1 (or by 5 in flowing water). Tracking through rushing or stormy water is impossible, except to a character under the effect of a *wake trailing* spell (see page 124).

Woodland Stride (Ex): A ranger who has a racial swim speed can choose to apply this ability to difficult aquatic terrain (shallow coral, kelp beds, ice-choked waters, sargasso, and similar obstacles), rather than woodland terrain. This choice is made when the class feature is gained.

ROGUE

The classic image of a seafaring rogue is, of course, the pirate. Buccaneers and freebooters of all stripes rove the oceans and even large rivers. Some are bloodthirsty and cruel, many simply in it for the profit, and a few honorable privateers take a freelance naval war to their nation's foes.

Rogues are also expert treasure hunters, whether seeking for wealth in sunken wrecks or looting a trove of giant pearls from a locathah city. Of course, the need for spies is just as great in an aquatic setting as any other, and rogues of underwater races are experts in wriggling through the deep crevices of an ixitxachitl maze or evading pursuit by a crowd of angry merfolk.

SCOUT

The quick, nimble scout (from *Complete Adventurer*) makes an excellent aquatic adventurer, both above and below the waves. In fact, in most aquatic-themed campaigns, the scout is almost certainly better suited for inclusion in an adventuring party than the rogue. Fast movement allows the scout to move more quickly through the water, while a scout who focuses on Balance, Climb, Jump, and Tumble can get along well aboard any ship. Flawless stride applies equally well in underwater conditions, though it doesn't change the normal distance covered by a Swim check. At 18th level, a scout can function underwater as if affected by *freedom of movement*—a great boon to underwater combatants.

Fast Movement (Ex): Scouts who possess a racial swim speed can choose to apply their fast movement bonus to their swim speed instead of their land speed. The choice must be made when the character gains the class feature, and cannot be changed later. This benefit still applies only when the scout is wearing no armor or light armor and not carrying a medium or heavy load.

SORCERER

Sorcerers in watery settings are often multiclass sorcerer/fighters or sorcerer/rogues, who provide valuable weather magic or offensive capability to boost the crews they serve with. Among underwater peoples, sorcerers obviously do not use much (if any) fire magic. Instead, they concentrate on sonic or electricity effects, direct-damage effects such as *magic missile*, or elemental magic dealing with water and cold.

Familiar: Sorcerers and wizards in aquatic regions can obtain a familiar appropriate to that environment; see Table 3–1: Aquatic Familiars.

Treat each familiar as the kind of animal indicated in the "MM Entry" column for the purpose of HD, attacks, and other basic statistics. If the entry provides a page number, then the creature is described in Chapter 7 of this book. Costs and effort involved in obtaining aquatic familiars are identical to those required for other familiars.

Table 3–1: Aquatic Familiars

Familiar	MM Entry	Special
Albatross	Page 165	Master gains a +1 bonus on Spot checks
Eel	Page 166	Master gains a +3 bonus on Escape Artist checks
Fish owl	Owl	Master gains a +3 bonus on Spot checks in shadows
Octopus	Octopus	Master gains a +3 bonus on grapple checks
Parrot[1]	Raven	Master gains a +3 bonus on Appraise checks
Sea snake	Page 170	Master gains a +3 bonus on Bluff checks

1 A parrot familiar can speak a language of its master's choice as a supernatural ability.

SPIRIT SHAMAN

The spirit shaman, a divine mediator between the natural and spirit worlds, can exist just as comfortably in an aquatic environment as on land. This class, featured in *Complete Divine*, has access to all new druid spells presented in Chapter 6 of this book. Spirit shamans are particularly talented at dealing with the hazards created by unfriendly fey or elementals native to the oceans. A spirit shaman in an aquatic setting usually chooses a spirit guide appropriate to that environment, such as albatross, sea snake, or turtle, though some specifically select landbound creatures to reaffirm their terrestrial origin.

SWASHBUCKLER

The swashbuckler (from *Complete Warrior*) makes a natural seagoing warrior, favoring the light armor and weapons appropriate for shipboard life. Acrobatic charge and acrobatic skill mastery are immensely useful on the crowded deck of a ship, and the lucky class feature might well make the difference between swimming that extra few yards or sinking to the bottom of the sea.

Swashbucklers make fine pirate captains and take to the life of a buccaneer (including the scarlet corsair prestige class; see page 65) as if born to it. Seafaring swashbucklers typically wield the cutlass (see page 107) and can wear cord armor or sharkskin armor (see page 106).

WARMAGE

Warmages make excellent shipboard artillerists, launching deadly evocations at enemy vessels. This arcane caster, presented in *Complete Arcane* and the *Miniatures Handbook*, is also well equipped to defend herself in the event of a boarding party attacking her ship, thanks to her armor and shield proficiencies.

Though none of the spells in this book are automatically available to the warmage, she can use her advanced learning class feature to add evocation spells from the new arcane spells presented in Chapter 6, such as *pressure sphere*. Many warmages select the Ship's Mage feat (see page 93) to make their spells simultaneously more potent against foes and less dangerous to their own ship.

WIZARD

Wizards in aquatic environments might specialize in magic of winds and waters, or in abjuration magic to protect those who dare the waves. They are slightly less likely to found on board ships than sorcerers, being more inclined to study and not wishing to risk their precious books. Some wizards make a career of creating magic items to assist with life on or under the water, such as *everfull sails* (see page 131), magically enhanced vessels, devices for breathing underwater, and so on.

Familiar: As described above for sorcerers, seafaring wizards have a different selection of familiars available to them.

Prestige Classes

Just as seafaring folk might include members of any character class, characters of almost any prestige class could find that their travels carry them across the waters of the world. Of the classes described in the *Dungeon Master's Guide*, the assassin and duelist are common among pirates and seafarers: The ability to fight with stealth or superior skill is more valuable in an environment where reliance on heavy armor is rare. Many skilled spellcasters, both aboard ship and below the waves, are eldritch knights: Skill in both martial and magical battle is just as valuable in marine encounters as it is on land.

In addition to classes described in other supplements, a number of prestige classes are unique to the seafaring cultures and underwater races of a maelstrom campaign.

Table 3–2: Stormwrack Prestige Classes

Group	Prestige Classes
Good Guys	Knight of the pearl, legendary captain
Bad Guys	Scarlet corsair
Combat-Focused	Knight of the pearl, leviathan hunter
Moderate Spellcasting	Wavekeeper
Strong Spellcasting	Sea witch, stormcaster

KNIGHT OF THE PEARL

"On my oath, I shall defend this kingdom beneath the sea and all its people, from that which threatens them, whether from the abysses, the shoals, the lands, or even the planes beyond. Upon my life I swear it."

—Timora Argareth, a knight of the pearl

The knight of the pearl is a loyal defender of the aventi people, dedicated to the service of Aventernus and his

appointed kings. Not all paladins of the aventi people are meant to become knights of the pearl, for many of them have other obligations. A knight of the pearl is a paladin who has taken the defense and prosperity of her people as her sacred charge. For that sacrifice, Aventernus grants her the Blessings of the Pearl, a secret technique for infusing the very waters that surround the paladin with positive energy, causing them to glow with a pearlescent sheen.

BECOMING A KNIGHT OF THE PEARL

The paladin who seeks entry into the Order of the Pearl must demonstrate a strong knowledge in the manipulation and channeling of positive energy. She must also be an exemplary paladin with a history of defending the aventi people and using her strength to benefit those who are weaker than she. In short, the Order of the Pearl requires uncompromising heroism from those who would join their ranks.

This is undeniably a class for paladins, given the strict alignment and special ability requirements. The Order of the Pearl has also been known to attract young clerics or fighter/clerics, drawn by the heroic nature of the knights.

Entry Requirements

Alignment: Lawful good.
Base Attack Bonus: +5.
Feats: Extra Turning.
Skills: Knowledge (religion) 5 ranks.
Special: Turn undead, proficiency with at least one martial weapon and with heavy armor.
Special: Must be accepted as a member of the Order of the Pearl.

Table 3–3: The Knight of the Pearl **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Lay on hands, blessed soul
2nd	+2	+3	+0	+3	Buoyant armor
3rd	+3	+3	+1	+3	Pearl's blessing
4th	+4	+4	+1	+4	Pearl blade
5th	+5	+4	+1	+4	Water's blessing

Skills (2 + Int per level): Concentration, Diplomacy, Handle Animal, Heal, Knowledge (nobility and royalty), Knowledge (religion), Profession, Ride, Swim

CLASS FEATURES

Weapon and Armor Proficiency: You gain no weapon or armor proficiencies.

Lay on Hands: You can heal wounds by touch if your Charisma score is 12 or higher. Each day you can heal a total number of hit points of damage equal to your knight of the pearl level × your Charisma modifier. This ability works just like the paladin class feature of the same name (see page 44 of the *Player's Handbook*).

If you already gained this ability from another class, your levels in both classes stack to determine the total number of hit points of damage you can heal each day.

Blessed Soul: You can freely take levels in this prestige class without restricting future advancement as a paladin. Your knight of the pearl levels stack with paladin levels for the purpose of your aura of good and stack with cleric and paladin levels for the purpose of turning undead.

Buoyant Armor (Su): At 2nd level, you can use positive energy to buoy up your armor in the water. You take no armor check penalty on Swim checks, and the weight of your armor does not count toward your carrying capacity. This effect only functions while you are in the water.

Pearl's Blessing (Su): At 3rd level, you can use the positive energy-imbued waters around you to deliver extra damage with your melee attack. As a free action, you spend a turn undead attempt to focus positive energy into your weapon; the next successful strike with that weapon deals an extra 2d6 points of damage from positive energy. If the energy is not used within a number of rounds equal to your class level, it fades and is lost.

At 5th level, you can focus more energy into your weapon, dealing an extra 4d6 points of damage on your next strike.

The damage does not stack with itself. When not in a body of water, you deal half as much extra damage (+1d6 at 3rd level, +2d6 at 5th level).

Pearl Blade (Su): At 4th level, your slashing weapons develop a pearlescent sheen when you wield them, and you ignore the normal penalties for using slashing weapons in the water. This ability only functions in the water.

Water's Blessing (Su): At 5th level, you gain the ability to affect evil water-dwelling creatures with your turn undead attempts. Furthermore, when in water you can spend a turn undead attempt to deal 4d6 points of damage to all evil or undead creatures within 30 feet, while simultaneously healing good creatures of 4d6 points of damage. All the creatures damaged and healed must be in contact with the water for the water's blessing to take effect.

EX-KNIGHTS OF THE PEARL

Rare is the knight of the pearl who strays from the path of service to the aventi, but it has been known to happen. A knight of the pearl who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all knight of the pearl abilities (and likely loses all paladin abilities as well). She cannot progress any farther as a knight of the pearl. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description, page 201 of the *Player's Handbook*) in appropriate fashion.

PLAYING A KNIGHT OF THE PEARL

A knight of the pearl has dedicated herself to her people first and foremost—even the religious organization of your church is second, though you consider your service to the aventi the highest of sacred callings, so there is no conflict in your mind.

Every knight of the pearl is a member in good standing of the Order of the Pearl. You can hold one of two statuses in the order: active or questing. If active, you are expected to remain in your assigned court, ready to defend it and the aventi king you have sworn to serve. If you have taken an oath of questing, you are permitted to be away from those regular duties, so long as your quest fulfills your sacred duty of defending the aventi people.

Combat

A knight of the pearl is devastating in the water. You are capable of wearing heavier armor than can be commonly found in an aquatic environment. As such, you enjoy a higher Armor Class than most characters you will encounter in maelstrom adventures. Likewise, your special abilities grant you the use of weapons normally limited in the water, a fact you should take advantage of. You also have the Blessings of the Pearl (as your positive energy channeling techniques are called in the order).

A knight of the pearl is usually an up-close warrior. You should be careful to see that your allies are protected. Do not hesitate to disengage from a foe in order to aid a comrade in grievous danger, even if that means exposing yourself to harm in the process—the defense of the good is always more important than the destruction of evil to a knight of the pearl, especially if the comrade in question is one of the aventi.

Knights of the pearl wield great powers against both undead and creatures with the water subtype (including water elementals, black dragons, and some mephits). Establish an agreed-upon signal for your allies to converge on your position in order to take advantage of your water's blessing, particularly when fighting undead: Do not hesitate to damage your foes while simultaneously healing your allies.

Illus. by E. Polak

Timora Argareth, a knight of the pearl

Advancement

The Order of the Pearl does not actively recruit members. Instead, those who feel that their duties as a paladin are in line with those of the order seek out membership. Your own kingdom's assigned knight, or a questing knight of the pearl you encounter while adventuring, will be only too happy to offer advice on how to gain the order's approval and will even act as your de facto mentor, suggesting missions to prove your dedication to the order's goals and providing training in channeling positive energy and weapons.

The first and foremost duty is service. Younger knights are expected to pay respect to older and more experienced knights when their paths cross, but beyond this teaching the higher secrets and skills of this prestige class tends to be quite informal.

As a knight of the pearl, you are a front-line fighter, and your choices should reflect that. As a focused channeler of positive energy, taking the Extra Turning feat grants you the ability to use your powers more often each day. Additionally, the use of divine feats (see *Complete Divine*) will get even more out of your already prodigious channeling abilities.

Resources

Just as you can certainly expect to be called upon to aid other members of the Order of the Pearl in pursuit of their duties, you can expect to receive aid as well. The members of Aventernus's priesthood are naturally very sympathetic to the order's goals and will often aid

its knights when they can with spellcasting and other assistance. The aventi kings are almost always willing to lend their aid as well, when they can do so. Many knights of the pearl with the Leadership feat attract cohorts from among the king's household guard, who tend to idealize these knights and their sacrifices for the aventi people.

You should invest in the best armor you can acquire—many knights favor heavy armor and weapons crafted of pearlsteel (see page 128). Likewise, your pearl blade ability allows you to use weapons normally very limited in use in the water, so don't hesitate to take advantage of this benefit.

KNIGHTS OF THE PEARL IN THE WORLD

The knights of the pearl are an order of civic-focused paladins sworn to defend the aventi people from threats. They serve as captains and champions of the Royal Guard and don't hesitate to undertake adventuring when it can benefit their people. Many aventi kings have a level or two in this prestige class, as well. A knight of the pearl makes a perfect emissary from a nearby aventi kingdom or a guide for PCs visiting the aventi people. A knight of the pearl could also serve as opposition to a group of PCs who find themselves at odds with the aventi.

Organization

The Order of the Pearl maintains a chapterhouse in each aventi kingdom. These chapterhouses are usually located on royal grounds, with its members dedicated to defending the aventi king and his people.

Each chapterhouse is led by a Master Sergeant, usually a mid- to high-level knight of the pearl. The Master Sergeants answer directly to the Master of the Pearl Sword, the head of the Order of the Pearl as a whole, who dwells in a fortified monastery outside of the domain of any of the aventi kings. The Master of the Pearl Sword and her direct lieutenants act as defenders for the Royal Moots of the aventi kings, but their ultimate loyalty is to the aventi people as a whole.

Younger paladins joining the Order are given the title of Aspirant until they gain their first level in the knight of the pearl prestige class, at which time they are knighted by the local aventi king.

Knights of the pearl in active service train troops, guard their king, and carry out missions on his behalf. Knights of the pearl not in active service are either questing or in medical recovery of some kind.

NPC Reactions

The knights of the pearl are well loved by the aventi people, usually eliciting a friendly or helpful reaction from most aventi. By contrast, the Order of the Pearl is also well known to the aventi's enemies; kuo-toas, sahuagin, and other such folk are almost always hostile toward the Knights.

KNIGHT OF THE PEARL LORE

Characters with Knowledge (nobility and royalty), Knowledge (religion), or Gather Information can research knights of the pearl to learn more about them.

DC 10: It is said that the strange aventi, an undersea race of humanlike folk, are guarded by knights much like the paladins of surface races, though they ride aquatic mounts.

DC 15: These knights of the pearl actually act primarily as defenders, guardians, and champions of the aventi kings. They are also known for wearing impressive armor and wielding weapons that aren't really feasible to use underwater, normally. They serve the god Aventernus, the patron deity of the aventi.

DC 20: These knights are called the knights of the pearl because they have the ability to infuse the water around them with the holy power of their god, giving it a pearlescent glow.

DC 30: The kings of the aventi are often initiates into the Order of the Pearl.

KNIGHTS OF THE PEARL IN THE GAME

An aventi paladin is likely to be a knight of the pearl, especially if she counts the defense of her people to be among the highest of her charges. The leader of an aventi patrol is likely to be a knight of the pearl, and most of the aventi kings are as well.

Sample Encounter

Knights of the pearl rarely appear as villains. They can be extraordinarily single-minded in their defense of the aventi, however, and if one comes up against the PCs, it is likely because of a misunderstanding.

EL 8: Timora Agareth is a member in good standing of the Order of the Pearl. Unfortunately, an unscrupulous aventi who magically hides his evil tendencies has come to Timora, begging for her protection from the party of PCs who are hot on his trail. She will do her best to defend him from their vengeance, especially since he has warned her that the PCs use magic to hide their wicked intentions. Assuming the misunderstanding is ultimately resolved, she will offer the PCs her aid to make up for having misjudged them.

Timora Argareth **CR 8**

Female aventi paladin 5/knight of the pearl 3
LG Medium humanoid (aquatic)
Init –1; **Senses** Listen +1, Spot +1
Aura courage (10 ft., allies +4 against fear)
Languages Common

AC 15, touch 9, flat-footed 15
hp 64 (8 HD)
Immune disease, fear
Fort +9, **Ref** +1, **Will** +7

Speed 30 ft. (6 squares), swim 30 ft. (6 squares)
Melee *+1 pearlsteel greatsword* +11/+6 (2d6+4/19–20)
or
Ranged light crossbow +7 (1d8/19–20)
Base Atk +8; **Grp** +10
Atk Options pearl's blessing +2d6, smite evil 2/day (+3 attack, +5 damage)
Combat Gear 2 *potions of cure light wounds*
Special Actions lay on hands 24 points/day, turn undead 10/day (+3, 2d6+8, 5th)
Paladin Spells Prepared (CL 6th; 1d20+6 to overcome SR):
1st—*cure light wounds* (DC 12), *divine favor*
Spell-Like Abilities (CL 8th):
At will—*detect evil*

Abilities Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 16
SQ aura of good (strong), aventi traits, buoyant armor
Feats Extra Turning, Iron Will, Rapid Swimming*, Sanctify Water*
*New feat described in Chapter 4.
Skills Concentration +3, Diplomacy +5, Heal +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +5, Ride +2, Sense Motive +2, Swim +4
Possessions combat gear plus *+1 pearlsteel breastplate, +1 pearlsteel greatsword,* white pearl pendant (50 gp), light crossbow, case of 20 bolts

---

Aventi Traits human blood
Buoyant Armor (Su) Timora takes no armor check penalty on Swim checks. The Swim modifier given above assumes that Timora has this ability activated.
Pearl's Blessing (Su) Timora can spend turn undead attempt to deliver an extra 2d6 points of damage on her next successful melee attack. This effect lasts for up to 3 rounds or until used.

LEGENDARY CAPTAIN

"Come about, lads! We'll cross her bow and rake her from stem to stern! Let's teach them what it means to tangle with Dolphin's Splash*!"*

—Valanthe the Golden Dolphin, legendary captain

Seafarers' tales are filled with the exploits of legendary captains—those who can urge their ships and crews to exceptional feats through sheer determination, leadership, and tactical skill. A legendary captain might be the commander of a fleet's flagship or a bloodthirsty pirate, but whatever the role, her reputation is widespread and her crew fanatically loyal.

BECOMING A LEGENDARY CAPTAIN

The ability to command and to inspire is a rare gift, and not necessarily one that comes with high social standing. Some of the most famous captains rose from humble origins, as sailors who worked their way up through the ranks. Others purchased a commission or bought a vessel of their own outright in order to gain a command. However one comes by it, the profession of captain requires experience, skill, and an expert knowledge of the capability of both vessel and crew.

A typical legendary captain begins her career as a fighter or rogue with experience at sea, although a charismatic character such as a bard or paladin might also do well. These characters generally operate in a navy or as masters of their own adventuring ships. Spellcasters are less common, but a sorcerer captain with the very winds at her command makes for an awe-inspiring leader. Barbarian crews are certainly well known—the sea raiders in longships are the most obvious example—but a legendary captain rarely springs from an uncivilized past.

Entry Requirements

Base Attack Bonus: +4
Skills: Profession (sailor) 8 ranks, Knowledge (geography) 5 ranks
Feats: Leadership.
Special: Must be the captain or master of a ship.

Table 3–4: The Legendary Captain — **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Great Captain*
2nd	+1	+3	+0	+3	Leadership +2, weather gauge
3rd	+2	+3	+1	+3	Luck of the wind 1/day, uncanny navigation
4th	+3	+4	+1	+4	Leadership +4, wind at your back
5th	+3	+4	+1	+4	Accelerated firing, steady stance
6th	+4	+5	+2	+5	Leadership +6, rake
7th	+5	+5	+2	+5	Luck of the wind 2/day, legendary helm
8th	+6	+6	+2	+6	Leadership +8, misdirect
9th	+6	+7	+3	+7	Splice the main brace
10th	+7	+7	+3	+7	Leadership +10, fleet admiral

*New feat described on page 92.
Skills (4 + Int per level): Balance, Bluff, Climb, Craft (any), Diplomacy, Intimidate, Jump, Knowledge (architecture and engineering), Knowledge (geography), Knowledge (local), Profession (any), Sense Motive, Spot, Survival, Swim, Use Rope.

CLASS FEATURES

The following are all class features of the legendary captain prestige class.

Great Captain: You gain Great Captain as a bonus feat. If you already have Great Captain, you instead gain Skill Focus with one of the legendary captain class skills given above.

Leadership: At 2nd level, you gain a +2 bonus to your effective character level for purposes of the Leadership feat to attract followers. This bonus increases to +4 at 4th level, +6 at 6th level, +8 at 8th level, and +10 at 10th level.

Weather Gauge (Ex): On reaching 2nd level, your superior ability in handling a ship allows you to maneuver so as to have the more advantageous wind. You gain a +4 competence bonus on Profession (sailor) checks to gain the advantage (see Narrative Naval Combat, beginning on page 25). As long as you have the advantage, your crew gains a +2 bonus on all Profession (sailor) checks and on attack rolls made with shipboard siege engines, and your ship gains a +2 dodge bonus to Armor Class against attacks by enemy ships.

Luck of the Wind (Su): Beginning at 3rd level, you are able to cheat the fates on occasion. Once per day you can reroll a failed attack roll, saving throw, skill check, or ability check. You must reroll before the DM declares whether the roll results in success or failure, and you must take the result of the reroll, even if it's worse than the original roll.

On reaching 7th level, you can reroll twice per day.

Uncanny Navigation (Su): On reaching 3rd level, you develop an innate sense for detecting and avoiding maritime hazards. You add your legendary captain level as a bonus on Spot checks to notice aquatic hazards and on Profession (sailor) checks to navigate safely through them.

Wind at Your Back (Ex): On reaching 4th level, you can use your mastery of navigation to coax additional speed from your ship by directing the most efficient placement of sails or encouraging rowers to exert themselves. A ship you captain moves 20% faster (minimum of +5 feet).

Accelerated Firing (Ex): Beginning at 5th level, you can urge your weapons crews to exceed ordinary performance. A ballista or catapult can be reloaded or reaimed in a round by one less crew member than normal. If the weapon is fully crewed, it can be reloaded or reaimed as a standard action instead of a full-round action. In addition, your crews gain a +2 morale bonus on Profession (siege engineer) checks.

Steady Stance (Ex): Starting at 5th level, your sea legs keep you stable when others have difficulty standing. You are not considered flat-footed while balancing or climbing, and you add your class level to Balance or Climb checks to remain balancing or climbing when taking damage.

Rake (Ex): At 6th level, you increase your ability to handle a ship and maintain an advantage in naval combat. As long as you have the advantage, attacks against enemy vessels with your shipboard siege engines deal an additional die of damage on a successful attack. This die is of the same kind as the weapon normally deals: For example, a light catapult (normal damage 4d6) deals an extra 1d6 points of damage, while a ballista (normal damage 3d8) deals an extra 1d8 points.

Legendary Helm (Ex): Starting at 7th level, you grant an additional +2 dodge bonus to the Armor Class of any vessel you steer or command. In addition, you can attempt saving throws using your save bonuses against spells or effects targeting your vessel. For example, if a dragon uses its breath weapon against a ship you are steering or commanding, you can make a Reflex save on behalf of the ship to halve the damage. (Normally, vessels are considered unattended objects and fail all saving throws.)

Misdirect (Ex): Beginning at 8th level, you might trick an enemy captain into underestimating the capabilities of your ship and crew. This includes disguising your vessel, lurking at the edge of fog, holding off on firing your weapons, and other such stratagems. The enemy captain must have line of sight to your vessel, and you must make a Bluff or Profession (sailor) check, whichever modifier is higher, with a bonus on the roll equal to one-half your legendary captain level. This is opposed by the Sense Motive check of the enemy captain. If your check succeeds, the enemy captain and crew take a –2 penalty on attacks, saves, and skill checks for the length of the engagement, and the enemy vessel takes a –2 penalty to Armor Class.

Splice the Main Brace (Su): On reaching 9th level, you can hearten your crew with your personal strength. ("Splice the main brace" is nautical jargon for hoisting a mug of grog, originally at the end of a hard day's work.) Once per day you can produce a *mass cure light wounds* effect to heal the injuries of all on board. Your caster level is equal to your prestige class level. It requires 10 minutes for the healing effect to take place, so it is not usable in the midst of combat.

Fleet Admiral (Ex): At 10th level, your phenomenal leadership skills allow you to assist the crews of allies' ships as well as your own. You can use the aid another action to confer a +2 morale bonus on checks made by the crews of a number of additional ships equal to your Charisma bonus (minimum one extra ship) within signaling distance (1 mile in clear conditions). You grant a +4 morale bonus on allied captains' Profession (sailor) checks to gain the advantage in combat, and they gain the same benefits you confer.

In addition, when aiding the actions of your own crew, you confer a +4 bonus instead of +2 on a successful check.

PLAYING A LEGENDARY CAPTAIN

The open sea is your home, and you spend as much time as you can aboard ship. Just being under sail is enough, but it's even better when you can combine your love with a purpose.

You can't be a captain without a crew. To enter this class requires that you command some sort of vessel, and the first order of business is to find the right people to help you operate it. You might be able to handle a small sloop with only a handful of crew, but a proper warship needs dozens

of competent sailors and other professionals. As leader of an adventuring group, you'll probably want to have other members of your party act as officers. Those who lack suitable leadership or sailing skills might instead serve as specialists, such as windsingers, prelates, or surgeons. You'll have to recruit followers and ensure they are fairly paid (a private ship has a charter setting out such details); highly skilled positions on board might be best filled by cohorts.

If you are a treasure hunter or an explorer of uncharted expanses, you are best served by a small and lightly armed vessel that can travel swiftly. Quite probably the only crew on such a ship is your adventuring party. If you're a pirate captain, you might want a more heavily armed ship, but you still need one that is relatively quick—if you can't get away from an unfavorable encounter, you won't live long enough to become a scourge of the seas. The crew of such a ship is heavy on hand-to-hand fighting skills, since a pirate's goal is to seize ships and cargo, not sink them.

Combat

Your background is in leadership rather than hand-to-hand combat, and your expertise is in getting the most out of those under your command. Most legendary captains are good fighters, with experience as marines or pirates before gaining a command of their own.

At lower levels, use your ability to aid your crew to best effect. Your vessel is more nimble than those of your opponents, thanks to your enhanced navigation skills, and can hold up better in ranged combat while you close to attack. Once your crew has boarded the enemy, you can use the aid another action to improve all their attacks or Armor Class as necessary.

Once you reach higher levels in this class, you have exceptional ability to support your ship and crew in naval combat. Take advantage of ranged combat as much as you can, whether using magic or onboard siege engines—your ship has an excellent chance of avoiding damage from magical attacks, and your crew can manage shipboard weaponry more efficiently. Once you close to grappling range, the enemy captain is likely to be at a disadvantage due to your clever misdirection. This in combination with the bonuses you grant to your crew should be enough to tip the balance in your favor.

Should things go badly in combat, your class abilities make it easier for your crew to escape and your ship to disengage. Once safely away, you can even help the injured recover more quickly.

Advancement

It is a matter of experience to gain the basic skills and leadership qualities needed to become a legendary captain. As a seafaring adventurer, whenever you attain a level you can improve your ability to handle a ship. You probably began your career as a sailor or marine on board another's ship, literally learning the ropes and acquiring knowledge in dealing with the hazards of life and combat at sea. As your experience grew, you moved into junior officer positions or became a specialist such as a pilot. Eventually you were able to amass enough wealth (mostly likely pooled with that of fellow adventurers) to purchase a commission in a country's navy or to buy a small ship of your own.

Once you have started on the path of the legendary captain, your own reputation and experience moves you further along. You have already acquired the Leadership feat and attracted a crew. From then on, your exploits at sea will enhance your Leadership score as stories spread from port to port, with positive modifiers in addition to the bonuses granted by class levels. Being known as a legendary captain improves the quality of the recruits as well: Experienced tars seek you out, and you can afford to choose the best. Their performance on board is enhanced by your skills, further reinforcing your crew's quality. As long as you treat them fairly and act with honor—whether as notorious pirate or decorated fleet captain—they will follow you loyally. Your confidence in yourself increases along with that of the crew, propelling you to ever greater heights of naval leadership. Taking ranks in Diplomacy is strongly recommended, especially when you become more involved in political matters.

Eventually you become so skilled that the followers you attract are of high enough level to possess ships of their own. Alternatively, as your star rises within the service, you are eventually called to command a fleet of ships, although the disadvantage of such a high command rank is being less free to adventure. The most free-spirited legendary captains prefer to command only a small group of ships as privateers, explorers, or pirates.

Resources

If you are a commander within a navy, you have the considerable resources of that nation's government at your disposal. Lower-ranking commanders can expect their ships to be crewed and outfitted properly at no expense to themselves, and it might be possible to request specialist crew members in the navy's employ be assigned to your ship. As you advance in your career, you will cultivate contacts within the naval hierarchy and the government on whom you can draw for unusual requests or special favors—provided they are not too frequent or excessive. Once you attain the rank of admiral, you have the ear of the highest government officials and are in a position to grant favors and supplies in turn to subordinate captains.

As an independent captain, your access to resources is not guaranteed, but you have the advantage o a reputation that precedes you. When your ship sails into port, you are likely to be greeted by swarms of well-wishers and

hopeful sailors, and perhaps by town officials hoping to gain a political advantage through association with you. With your diplomatic skills, you can wrangle concessions such as reduced docking fees or free lodging, perhaps in exchange for taking on a mission for the town. If your bent is more piratical, your naval expertise brings you more victories at sea, along with more plunder. Cold, hard cash can get almost anything.

LEGENDARY CAPTAINS IN THE WORLD

A party with a legendary captain at its helm is assured of thrilling adventures. Having such an acclaimed leader makes your ship the easy choice for those who need something done, whether townsfolk seeking relief from pirate raids or treasure hunters looking for safe passage. You can demand premium prices and expect to get a piece of the adventuring action.

Organization

As a naval captain, you report to the senior commanders of the fleet. They in turn are responsible to the leaders of the government, who direct their missions and designate enemies. Progression in the prestige class generally corresponds to advancement in rank, so you eventually become the one giving the strategic orders. Along with this increased authority comes the inevitable politicking; as you reach new levels, you are likely to make influential new contacts—and dangerous new enemies.

As a private operator, your life is a freer one. You own the ship, and you get to go adventuring ashore or board enemy vessels right alongside your crew (a privilege not usually accorded to senior naval officers).

NPC Reactions

Your reputation precedes you wherever you go, and each new port of call brings new contacts—and possibly new rivalries. In general, the reaction of townsfolk is friendly as long as your reputation is an honorable one. Even if you are a famous pirate, you might be welcome as long as those you prey on are not connected with the town or are seen as deserving of attack. On the other hand, if your predations have directly affected a port, the inhabitants are likely to be unfriendly.

You are also likely to encounter other legendary captains. These might be rivals on a wide-open pirate coast, who could see you as a worthy challenge to increase their personal glory or a friendly competitor with whom to swap boasts. If you are an eminent fleet commander, you might be in pursuit of a legendary pirate captain. Such a relationship can drive an episodic storyline, with repeated encounters that increase the fame of both characters. Legendary captains and scarlet corsairs (see page 65) often become lifelong nemeses.

Valanthe the Golden Dolphin, a legendary captain

Illus. by M. Phillippi

Within a navy, no more than one or two captains have legendary status. They are natural rivals for promotion and attention from the country's leadership, and such a rivalry can be bitter. Once you've reached the position of fleet admiral, you will know best which commanders have the potential to become truly legendary. You might test such captains with challenging missions to help them along their career path, or jealously protect your own position by taking such missions for your own ship. How you approach command dictates how others respond.

LEGENDARY CAPTAIN LORE

Characters with Knowledge (nobility and royalty) or Gather Information can research legendary captains to learn more about them.

DC 15: There are plenty of decent captains, and a few good ones, but some captains' names come up again and again. Stories involving them range from the exaggerated to the unbelievable.

DC 20: A legendary captain is hard to find, but she has an uncanny ability to drive her crew to new heights. She can save a ship or win a battle by sheer will. There's nothing like sailing under a lucky captain.

DC 30: The privateer captain known only as the Scarlet Feather has raided these shores for twenty years. He can steer his ship directly into the wind, take on three enemy dromonds and win, and he hunts sea serpents for sport. No one has been able to catch him, or defeat him.

LEGENDARY CAPTAINS IN THE GAME

An NPC legendary captain is a great campaign driver. The characters can hire on to her crew and join a life of high adventure, pursuing legendary quests in the manner of Sinbad. Of course, there is a lot of competition to join such a crew, and the PCs might have to show that they deserve the honor.

As a PC legendary captain, you're the one driving the adventures. Where do you want to go today? Wherever your heart takes you, your loyal crew will follow. As your fortune and reputation grow, you can command ever larger ships and take on ever greater challenges.

Sample Encounter

Expect an encounter involving a legendary captain to be heavy on swashbuckling action.

EL 14: Valanthe "The Golden Dolphin" is a privateer with a thirst for adventure. In fact, during her past adventures she has come into possession of some useful items that enhance her ability. She has been a notorious raider of ships belonging to a grim theocracy dedicated to destructive gods of the sea, which has declared her an enemy of the state and offered a generous reward for her death or capture. She sees herself as a free spirit combating the forces of despair and resignation. The PCs might be trying to hunt her down, or they might join her crew as fellow warriors in her cause.

Valanthe is especially hard for enemy fleets to pin down because her pinnace, the *Dolphin's Splash*, is actually a *folding boat* (see *Dungeon Master's Guide* page 249). When things are too hot to handle, she simply makes for shore, folds up her ship, and steals into the night. The crew scatters and regroups later at a designated safe house.

VALANTHE, THE GOLDEN DOLPHIN CR 12

Female aquatic half-elf rogue 4/fighter 4/legendary captain 4
CG Medium humanoid (elf)
Init +5; **Senses** low-light vision, Listen +7, Spot +7
Languages Aquan, Common, Elven

AC 20, touch 14, flat-footed 20; Dodge, uncanny dodge
hp 67 (12 HD)
Immune sleep
Resist evasion
Fort +10, **Ref** +9, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares), swim 15 ft. (3 squares)
Melee *+1 longsword* +11/+6 (1d8+4/19–20) and *+1 cutlass* +10 (1d6+1/18–20) or
Ranged mwk light crossbow +14 (1d8/19–20)
Base Atk +10; **Grp** +11
Atk Options Combat Expertise, sneak attack +2d6
Combat Gear 3 *potions of cure moderate wounds*, *Quaal's feather token* (fan),

Abilities Str 12, Dex 16, Con 12, Int 13, Wis 8, Cha 14
SQ luck of the wind, sea longing, trapfinding, trap sense +1, weather gauge, wind at your back
Feats Combat Expertise, Dodge, Great Captain*[B], Improved Initiative, Leadership, Sailor's Balance*, Two-Weapon Fighting[B], Weapon Focus (longsword), Weapon Specialization (longsword)[B]
*New feat described in Chapter 4.
Skills Climb +8, Diplomacy +16, Gather Information +16, Hide +10, Jump +4, Knowledge (geography) +10, Knowledge (nature) +6, Listen +7, Profession (sailor) +9 (+13 navigating marine hazards), Search +9, Sense Motive +7, Spot +7, Survival –1 (+1 aboveground, +1 following tracks, +1 to avoid becoming lost, +3 to notice marine hazards), Swim +12
Possessions *+2 mithral shirt, +1 longsword, ring of protection +1, +1 cutlass,* masterwork light crossbow with 20 bolts, *cloak of resistance +2*, *folding boat* (*Dolphin's Splash*), *Quaal's feather token* (swan boat), stinkpot*
*New item described on page 108

Luck of the Wind (Su) Once per day Valanthe can reroll a failed attack roll, saving throw, skill check, or ability check. She must take the result of the reroll, even if it's worse than the original roll.
Sea Longing (Ex) If an aquatic half-elf remains out of sight of the sea for more than a week, she takes a –1 penalty on Wisdom-based checks until she returns to the shore.

Weather Gauge (Ex) Valanthe has a +4 competence bonus on Profession (sailor) checks to gain the advantage in naval combat. As long as she has the advantage, her crew gain a +2 bonus on all Profession (sailor) checks and on attack rolls made with shipboard siege engines, and her ship gains a +2 dodge bonus to Armor Class against attacks by enemy ships.

Wind at Your Back (Ex) A ship Valanthe captains moves 20% faster.

LEVIATHAN HUNTER

"Here be monsters? Ex-cel-lent."

—Lillikakooet, leviathan hunter

The leviathan hunter revels in the chase more than most hunters. For him, there is no thrill in pursuing mere beasts, or even monsters of the usual sort. He is an adventurer for whom only the most dangerous prey presents sufficient challenge. He is dedicated to hunting down creatures of the perilous depths. Most folk regard leviathan hunters as reckless or even mad, not understanding that the primal need that drives them is as deep as the ocean itself.

BECOMING A LEVIATHAN HUNTER

Nearly every leviathan hunter starts out as a ranger, although such a character might have levels of barbarian as well for general toughness and survivability. Many are human, since that race is most prone to thrill-seeking—especially among warrior cultures. Darfellans (see page 36) make outstanding leviathan hunters, given their cultural antipathy to sea monsters, the enemies of the great whales so beloved by their race. Cultures that emphasize bravery or daring feats, such as orcs, also are a breeding ground for such extreme hunters.

Entry Requirements

Base Attack Bonus: +5.
Feats: Iron Will, Track.
Skills: Knowledge (nature) 4 ranks.
Special: Favored enemy (aberrations, animals, dragons, or magical beasts).

Table 3–5: The Leviathan Hunter **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Hunter's insight, trophy +2
2nd	+2	+3	+0	+0	Fell the leviathan +1d6
3rd	+3	+3	+1	+1	Clever Wrestling
4th	+4	+4	+1	+1	Fell the leviathan +2d6
5th	+5	+4	+1	+1	Immunity to fear, trophy +4

Skills (4 + Int per level): Climb, Craft (any), Gather Information, Hide, Jump, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Listen, Move Silently, Profession (any), Spot, Survival, Swim.

CLASS FEATURES

The following are class features of the leviathan hunter prestige class.

Hunter's Insight (Ex): You possess significant bits of knowledge regarding the types of creatures you battle. You gain an insight bonus equal to your class level + 5 on all Knowledge checks made to identify an aberration, animal, dragon, or magical beast or its special powers or vulnerabilities. You gain the same bonus on Survival checks made to track such creatures.

Trophy (Su): You have the ability to wear your enemy and protect yourself from its power. Whenever you slay a Huge or larger aberration, animal, dragon, or magical beast, you can take a body part as a trophy, such as a horn, tooth, or claw. You must have dealt damage to the creature in the encounter that killed it (you can't just watch the wizard blast it and then claim the trophy), and you must harvest the trophy within 1 minute of the creature's death. You must then treat the trophy with a mixture of precious oils and magical preservatives costing at least 500 gp. This process takes 24 hours.

When worn, a trophy grants you a +2 competence bonus to AC and on saves against all creatures of that type. For instance, wearing the claw of a red dragon grants you the bonus against the attacks of red dragons (but not other kinds of dragons).

At 5th level, the bonus to AC and saving throws improves to +4.

A trophy works only for the leviathan hunter who created it. Although you can create many trophies, you can benefit from the effects of no more than one trophy per class level. Simultaneously wearing more trophies than this negates the effects of all trophies.

Fell the Leviathan (Ex): You learn to place your attacks where they will have the most harmful effect against big creatures. Beginning at 2nd level, you deal an extra 1d6 points of damage with any melee attack made against an aberration, animal, dragon, or magical beast of Huge or greater size. This extra damage increases to 2d6 points at 4th level.

Clever Wrestling: You face many creatures capable of crushing you in their tentacles, claws, or teeth. To better resist such attacks, you gain Clever Wrestling (see page 92) as a bonus feat at 3rd level, even if you would not otherwise qualify for the feat.

Immunity to Fear (Ex): You eventually learn to steel your will against the terror that defeats those of less determination. When you reach 5th level, you become immune to fear.

PLAYING A LEVIATHAN HUNTER

You live for the hunt. You'd do it on your own if you could, but sometimes the prey is too much even for such a mighty hunter as yourself. You don't hunt down powerful

monsters because you hate them, but rather because you need to challenge yourself against their awesome power. If it happens that you also rid a community of a horrible threat, so much the better.

Combat

The hunt for a mighty creature is a ready-made adventure. At lower levels, you'll probably be seeking out lesser prey such as aboleths, bulettes, dinosaurs, or juvenile dragons. It can only help to have a party to back you up with their specialties, although you typically demand the killing blow for yourself. At higher levels, you are ready to take on true leviathans—behirs, dire sharks, dragon turtles, purple worms, krakens, and eventually even the mightiest dragons. The pursuit of such prey is a challenge to strain even your amazing abilities, but the rewards are equally mighty.

You're already specialized in tracking down and fighting dangerous creatures. Many leviathan hunters come from the ranger class, where they gained expertise in a combat style as well as in the ways of their preferred prey. As a leviathan hunter, these abilities become even stronger. When fighting on your own, you can take advantage of your enhanced tracking and evasion to come upon your prey unawares, then deal massive amounts of damage quickly. You can escape from combat readily as well, either to flee if things are going badly or to retreat to a safe distance and finish the job with ranged attacks. As you claim more and more trophies, your ability to withstand the deadly attacks of your enemies grows more potent.

When working in concert with others, you're the one who can lead the party to the target and help them set up deadly ambushes. Once battle is joined, you'll be in the thick of things, clambering onto your foe, striking where it's most vulnerable, and otherwise distracting it to set up attacks by your companions. You are superbly adapted to getting on a monster's flank and exposing it to sneak attacks.

Advancement

There is no formal organization of leviathan hunters, since there are few such elite warriors left in the world. Nevertheless, news of one hunter's success spreads quickly among the others, and this grapevine also brings news of legendary creatures that no one has been able to take down. It's typical to hear a leviathan hunter speak of such a challenge in admiring terms: "Yep, Ol' Blackhorn got away again. He's a clever one." Even if it's you the monster in question escaped from, there is no shame in telling tales of its prowess. The glory will be that much greater when someone finally finishes off the beast.

Leviathan hunters cross paths in outfitters' shops or caravansaries on the edge of the wilderness, where they are eager to swap tales of high adventure over a meal and drinks. This camaraderie goes with a fiercely competitive spirit, but one of friendly rivalry rather than a cutthroat win-at-all-costs mentality. Advancement in the class generally goes hand in hand with making ever more impressive kills, increasing your bragging rights as well as your combat prowess. The two are of nearly equal importance.

A leviathan hunter tends to focus on closely related kinds of creatures. One might be an expert in sea monsters who hunts down krakens and other horrors of the deep, while another might prefer to hunt dangerous prey in a particular extreme environment such as the frostfell. Some hunt a single kind of prey (such as dragons) across all terrains, while others try to pursue as many different kinds of creatures as possible. Whatever your taste, you set a goal for yourself, then try to exceed it. If you've finally run Ol' Blackhorn to ground, your next target is going to be something even more difficult and impressive.

Resources

The most important resource for a leviathan hunter is the hunters' grapevine. Other leviathan hunters are continually passing along tales of mighty creatures (usually of a kind or in places that they do not deal with). In turn, you'll probably have tales to tell of your own. Your prestige within this fellowship rises as you defeat such monsters, which ensures that you'll hear of new challenges, often before lesser hunters do.

Some leviathan hunters turn a profit from their life's pursuit, coming to the aid of people being threatened by terrible beasts and claiming substantial rewards. If you're this kind of hunter, jobs will come your way steadily—there's always a kingdom looking to free itself of a dragon or a port that needs to rid its harbor of some horror. The downside of such a reputation is that you can be harassed by petitioners, and if you are choosy about your assignments you might incur the ill will of those you decline to help.

LEVIATHAN HUNTERS IN THE WORLD

Whether there's a leviathan hunter among the PCs or a famed figure whose name is on everyone's lips, it's easy to build an adventure around one.

Organization

The fellowship of leviathan hunters is informal, but they all have certain needs in common. When a hunter is setting out after his chosen prey, he always needs supplies. Often he needs assistants as well. A PC leviathan hunter has the party but might still need bearers, guards, translators, and so on. An NPC hunter might advertise for such services. Enterprising merchants set up outfitting centers in areas near the wilderness, as well as in

Lillikakooet, a leviathan hunter

Illus. by J. Thomas

port cities (anything might be out there, in or across the ocean). Some of the most reputable outfitters are retired leviathan hunters themselves.

A typical leviathan hunter spends most of his days researching the target of the next expedition. He needs to learn the lay of the land or water around the creature's lair, familiarize himself with its routines and favorite prey, and assemble provisions and survival gear appropriate to the area. This means visits to libraries as well as consulting with travelers from the target area—especially other leviathan hunters. The kill itself, though exhilarating, is all too brief. And thus the hunter turns to a new target.

The famed leviathan hunter Marbek is the subject of many a tall tale. He is always said to be on the trail of legendary creatures. Plenty of people claim to have seen him, but nobody can precisely describe him. Most hunters dismiss these stories as mere folktale but secretly envy the reputation of this mythical man. A few hunters have made Marbek himself the object of their pursuit. Obviously, this is not the same as hunting a dangerous beast—killing Marbek is not the goal. But the hunter who can bring proof of this legend's existence—or, better yet, join him in a hunt—is assured of fame nearly as great as Marbek's.

NPC Reactions

The common people adore leviathan hunters, and often have a friendly or even helpful attitude toward them. They are the celebrities of their world. Stories of a leviathan hunter's deeds are sung by bards, magnifying his achievements in the retelling. A leviathan hunter can expect to be mobbed by children wanting to hear stories of his exploits and by adult hangers-on who want a souvenir of the encounter. People will buy him drinks and offer him all manner of things. But of course, they want something in return, such as endorsement of a business or a promise to support an aspiring political figure. Those who fancy themselves leviathan-hunter material will try to sign on to an upcoming expedition. And if the hunter is not seen as sufficiently appreciative, the adoration might sour into backbiting and complaints.

Then too there are those who see leviathan hunters as a grotesque outrage against the natural order. Druids in particular have no love for those who hunt down beasts simply because they can, whether or not the creatures pose a threat. The elders of a druidic order might place an order of death on one so presumptuous as to enter their domain on such a mission. The relatives of a slain monster might also declare a blood oath to destroy their kin's killer, perhaps even sending agents after him far from their home.

LEVIATHAN HUNTER LORE

Characters with the Gather Information or Knowledge (local) skill can research leviathan hunters to learn more about them.

DC 10: Leviathan hunters are experts at tracking down and killing really dangerous creatures. There aren't many of them, but they usually know each other.

DC 15: Nobody knows more about what the most terrible monsters can do—as well as how best to kill them—than a leviathan hunter.

DC 20: The greatest leviathan hunters wear trophies from the many beasts they've slain over the years. These trophies protect them from their prey. Marbek, it's said, has dozens of such trophies.

Just mentioning the name "Marbek" will bring out tales of the legendary hunter's exploits as well as stories of other hunters who have passed through the area. Any local minstrel should have a repertoire of such tales.

LEVIATHAN HUNTERS IN THE GAME

The best way to handle a new leviathan hunter is to give him something to shoot for. If you know a player is planning to develop a character to follow this path, you can provide an appropriate kind of creature to focus on. It's best to talk with the player about his or her plans ahead of time. That way, even before the character enters the prestige class, you can introduce a monstrous threat into the campaign to guide the player's first choices.

Once the character has started down this path, he needs ever greater challenges. His whole purpose is to fight big monsters, so as DM you need to keep providing them. Use stories of monsters to open up new locales in your campaign world—the hunter will follow them up. Make sure the opponents are worthy, though. It's the hunt, not the kill, that fulfills the leviathan hunter's life.

Sample Encounter

An encounter with a leviathan hunter as an enemy is most likely if the PCs are among those who disapprove of hunting creatures for its own sake. Perhaps a member of the party is a druid devoted to preserving even dangerous creatures, or perhaps the hunter is bent on destroying a local creature that has deep significance to the community.

EL 10: Lillikakooet of the Mist Coast became a leviathan hunter after participating in many battles against sahuagin who attacked the whales of his coast. He then began attacking the monstrous sharks that accompanied them and developed a taste for the hunt. Now he seeks ever bigger and more dangerous sharks (especially fiendish ones) to defeat single-handedly so that he can add their jaws to his collection. The leviathan hunter has set his sights on a dire shark called Bigtooth by the locals. Bigtooth is an ancient creature (centuries old by most counts) looked on with a mix of affection and healthy respect. Tales of its attacks on ships are mixed with stories of how the creature's presence has kept away many dangerous monsters. The prospect of some self-important out-of-towner killing the big shark has outraged the local people, who are asking for help against the hunter.

LILLIKAKOOET (RAGING) CR 10

Male darfellan barbarian 2/ranger 5/leviathan hunter 3
CN Medium humanoid (aquatic)
Init +1; **Senses** Listen +9, Spot +9, blindsense 20 ft. underwater
Languages Common, Darfellan (spoken only)

AC 14, touch 10, flat-footed 14; Dodge, Mobility, uncanny dodge
hp 96 (10 HD)
Fort +14, **Ref** +7, **Will** +7

Speed 20 ft. (8 squares), swim 40 ft.
Melee *+1 harpoon* +16/+11 (1d10+7) or
Ranged *+1 harpoon* +14 (1d10+5)
Base Atk +10; **Grp** +18
Atk Options favored enemy animals +4, favored enemy magical beasts +2, fell the leviathan +1d6, racial hatred sahuagin +2, rage 1/day (7 rounds)
Combat Gear *potion of bear's endurance,* 2 *potions of cure moderate wounds*
Ranger Spells Prepared (CL 5th; 1d20+5 to overcome SR):
1st—*tojanida sight**
*New spell described on page 123

Abilities Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 10
SQ animal companion, hold breath, hunter's insight, link with companion, share spells, wild empathy +5 (+1 magical beasts)
Feats Dodge, Clever Wrestling*[B], Endurance[B], Iron Will, Mobility, Track[B], Two-Weapon Fighting[B], Weapon Focus (harpoon)
*New feat described on page 92
Skills Climb +9, Handle Animal +0 (+4 orcas), Heal +6, Hide +9, Jump +11, Knowledge (nature) +5, Listen +9, Move Silently +7, Speak Language (Common), Spot +9, Survival +6 (+8 aboveground natural terrain, +10 marine or underwater), Swim +17
Possessions combat gear plus *+2 leather armor, +1 harpoon,* masterwork short sword

Fell the Leviathan (Ex) Lillikakooet deals an extra 1d6 damage with melee attacks made against an aberration, animal, dragon, or magical beast of Huge or larger size.
Hold Breath (Ex) Lillikakooet can hold his breath for 112 rounds, or over 11 minutes, before he risks drowning.
Hunter's Insight (Ex) Lillikakooet has a +8 bonus on Knowledge checks made to identify an aberration, animal, dragon, or magical beast or its special powers or vulnerabilities, and the same bonus on Survival checks made to track such creatures.

When Lillikakooet is not raging, the following changes apply to the above statistics.
AC 16, touch 12, flat-footed 16
hp 76 (10 HD)
Fort +12, **Will** +5
Melee *+1 harpoon* +12/+7 (1d10+4) and mwk short sword +11 (1d6+1/19–20) or

Ranged *+1 harpoon* +14 (1d10+4)
Grp +16
Abilities Str 14, Con 14
Skills Climb +7, Jump +9, Swim +15

Seal Animal Companion **CR —**
N Medium animal
Init +2; **Senses** low-light vision; Listen +5, Spot +6

AC 15, touch 12, flat-footed 13
hp 13 (2 HD)
Fort +4, **Ref** +6, **Will** +2

Speed 20 ft. (4 squares), swim 40 ft.
Melee bite +3 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con 14, Int 2, Wis 13, Cha 6
SQ hold breath
Feats Alertness, Weapon Finesse[B]
Skills Listen +5, Spot +6

Hold Breath (Ex) This seal can hold its breath for 84 rounds, or over 8 minutes, before it risks drowning.

SCARLET CORSAIR

"The seas run red this night, and terror has a face. You are looking upon that face. Pretty, isn't it?"
—Adia Ironheart of the *Red Wake*, a scarlet corsair

Many pirates sail the seas, but few reach the infamy of the scarlet corsair, so called from the trail of blood left in her wake. Where most other pirates are content to use intimidation to cow their opponents into submission, allowing them to plunder as they please, the scarlet corsair revels in combat and slaughter.

This isn't to say that all scarlet corsairs are violent killers, though most certainly are—a few scarlet corsairs refuse to take on a target unless that target is capable of putting up a good fight. Whether patriotic privateer or self-serving buccaneer, the scarlet corsair relies on the reputation of her quick blade and terrible fighting skills to drive her prey before her.

BECOMING A SCARLET CORSAIR

A life of piracy is the first and foremost necessity in becoming a scarlet corsair. Because this isn't an organization but rather a folk status gained through the pirate's victims retelling the stories of her attacks upon their vessels, word of mouth is essential. Most pirates seek some level of infamy: Those who acquire it for a combination of ferocious fighting and the ability to instill fear in all who face them are well on their way to becoming scarlet corsairs.

Fighters and rogues make good scarlet corsairs, since the combination of those classes provides both the flair and fighting prowess necessary to boost a simple pirate to the status of the scarlet corsair. Rangers too have adopted this prestige class, using intimidation and skilled swordsmanship to defeat their enemies. And a few assassins have taken to the seas in pursuit of their vocation of killing people for profit and have become scarlet corsairs.

Entry Requirements

Alignment: Any nonlawful.
Base Attack Bonus: +5.
Skills: Bluff 8 ranks, Intimidate 8 ranks, Profession (sailor) 4 ranks.
Special: Sneak attack +1d6.
Special: Must have established a reputation as a fearsome pirate.

Table 3–6: The Scarlet Corsair **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Improved Feint
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Corsair's feint (once per 2d4 rounds)
4th	+4	+1	+4	+1	Sailor's step +2
5th	+5	+1	+4	+1	Scourge of the seas
6th	+6	+2	+5	+2	Sneak attack +2d6
7th	+7	+2	+5	+2	Corsair's feint (once per 1d4 rounds)
8th	+8	+2	+6	+2	Sailor's step +4
9th	+9	+3	+6	+3	Frightening lunge
10th	+10	+3	+7	+3	Sneak attack +3d6

Skills (4 + Int per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Gather Information, Intimidate, Jump, Knowledge (geography), Knowledge (local), Perform, Profession (sailor), Survival, Swim, Tumble, Use Rope.

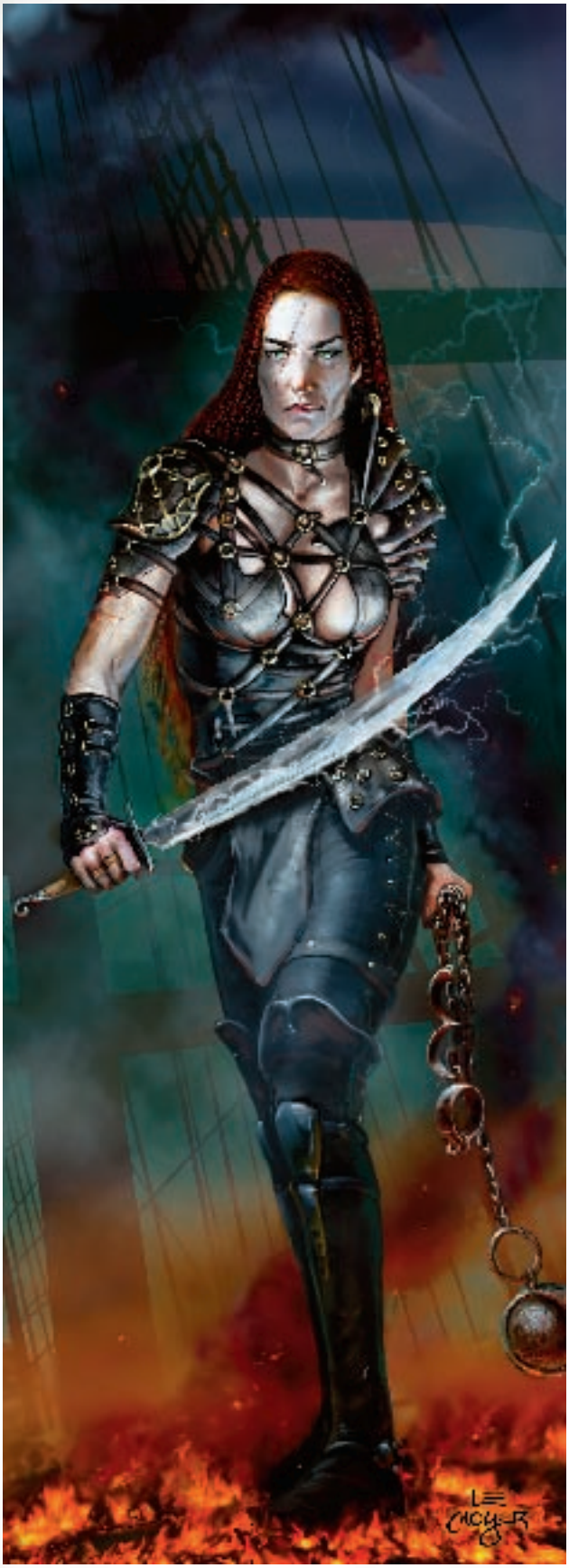
CLASS FEATURES

The following are class features of the scarlet corsair prestige class.

Improved Feint: Upon joining this prestige class you gain Improved Feint as a bonus feat, even if you do not have the normal prerequisites for that feat. You can feint in combat as a move action to render your foes flat-footed and thus make sneak attacks against them.

Sneak Attack: At 2nd level, you gain the ability to deal an extra 1d6 points of damage when you catch your foe off guard. This is exactly like the rogue ability of the same name (see *Player's Handbook* page 50). The extra damage dealt increases to 2d6 at 6th level and to 3d6 at 10th level. If you get a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack.

Corsair's Feint (Ex): As a scarlet corsair, you are a master of dirty fighting and trickery. You can make a feint as a free action rather than as a move action (see the Improved Feint feat, page 95 of the *Player's Handbook*). But once you've surprised your enemies with such a feint, it takes time before you're able to fool them again. At 3rd level, you must wait 2d4 rounds before using corsair's feint again. Waiting requires no specific actions on your



Illus. by L. Moyer

Adia Ironheart, a scarlet corsair

part; you can fight normally during this time. Beginning at 7th level your reflexes improve and the time between corsair's feints drops to only 1d4 rounds.

Sailor's Step (Ex): At 4th level, you have learned to use the chaos of a ship at sea to your benefit, taking advantage of the swaying ship and swinging rigging to remain out of reach of your opponents. While aboard a ship and wearing nothing more than light armor you gain a +2 dodge bonus to your Armor Class. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.

At 8th level, the dodge bonus from the sailor's step class feature increases to +4.

Scourge of the Seas (Ex): Starting at 5th level, you can instill fear into your enemies. When you use Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear you, and the effect lasts for a number of rounds equal to your Charisma modifier (minimum 1 round). This is a mind-affecting ability, and multiple uses of this ability don't stack.

Frightening Lunge (Ex): Your ability to run your enemies through is unnerving to those who cross swords with you. Beginning at 9th level, on a successful sneak attack, you can sacrifice 2d6 points of damage to render your foe shaken. A shaken character takes a –2 penalty to all attack rolls, saves, skill checks, and ability checks.

PLAYING A SCARLET CORSAIR

You understand a truism of conflict: fear kills. You use fear like a weapon, cultivating terrible rumors about yourself. To you, it's just a game. All that matters is the reputation, and you are out to build a big, fierce one. The authorities might put a bounty on your head (the bigger the better!), but all those wanted posters promising huge rewards for your head only reinforce the idea that you're someone to be feared. Besides, as long as they keep posting rewards, it's just another admission that they can't actually catch you.

Adventuring scarlet corsairs are likely to be scoundrels who enjoy a good fight and have little regard for the law (save their own nation's, in the case of privateers). NPC scarlet corsairs might be terrible maritime butchers, putting helpless ships to the sword and taking what they wish, or rakes with a heart of gold who relish a good challenge—and a mug o' rum.

Combat

Fight with your head as much as your sword. Intimidate your foe and demoralize them. Bluff and strike at their unprotected areas. Outwitting your opponents is just as important as defeating them. A clumsy victory does your reputation no good, nor does a clever victory that no one sees. Try to arrange for witnesses to your exploits. Many

scarlet corsairs have what some perceive as an odd code of honor against killing the helpless (or at least all of them), but that springs from simple pragmatism: someone needs to remain alive to tell the story of how truly fearful the scarlet corsair was.

Don't hesitate to use your allies in such endeavors. A bard who can help pass on stories of your predations is just as useful as the fighter who helps you in the actual battles. In combat, flank your opponents in order to benefit from your sneak attack bonuses.

At the height of your reputation, take full advantage of the fear your name engenders. Intimidate opponents to limit their ability to fight you.

Advancement

There is only one way to become a scarlet corsair—sowing terror and making a reputation for yourself. Whether you are a pirate folk hero notorious for hitting fat merchant ships laden with cargo (only to distribute it later to feed poor dock folk) or a bloodthirsty scalawag without concern for anything but yourself and your treasury, making your name known is the only way to build your legend as a scarlet corsair.

The life of a scarlet corsair is an adventurous one, to be sure, filled with heists and daring acts of piracy. You don't choose helpless or small prey—only the richest and best-armed ships attract your attention.

Once you have achieved levels in this class, keep your Bluff and Intimidate skills maxed out for they not only enhance your reputation but also provide two qualities that help keep you alive—trickery and the ability to instill fear in those around you.

Resources

Scarlet corsairs are independent folk and not likely to assist others of their ilk. They usually consider one another rivals, though this can manifest in useful ways.

For instance, a scarlet corsair who hears about a plan to trap a rival might find a way to warn that rival—after all, how can she best her rival if someone else does it first? Likewise, one scarlet corsair might alert another of a particularly choice target, so that they can compete to see who manages to pirate the ship first.

SCARLET CORSAIRS IN THE WORLD

The scarlet corsair fills the role of the notorious pirate, a buccaneer of such terrible reputation that the mention of her name is enough to cause a reaction. When the DM needs a feared villain that only the PCs are brave enough to go after, a scarlet corsair is perfect for the role. Similarly, when the campaign calls for a good-hearted rake who glories in the stories people tell about him while pursuing a vendetta against some particular nation or group, the scarlet corsair will equally well fit the bill.

NPC Reactions

The reactions of most NPCs to the scarlet corsair are universally poor. Any law-abiding seafarer who's heard of the corsair begins with an attitude of hostile, which inspires zeal in the brave and fear in most others. Other pirate captains are simply unfriendly or indifferent, since the corsair is a capable rival, but potential crewmembers are usually friendly toward the corsair. A rare few folk are likely to idolize the scarlet corsair because of her reputation. These are often folk who either don't understand the way the world works and have romanticized the pirate and her activities or are of a proper temperament to become followers and cohorts.

SCARLET CORSAIR LORE

Characters with Knowledge (history), Knowledge (local), or Gather Information can research scarlet corsairs to learn more about them.

DC 10: Some pirates, by dint of their incredible notoriety, are capable of striking fear into entire crews just by showing their flags or other insignias.

DC 15: These buccaneers, called scarlet corsairs in sailor's slang, don't hesitate to use fear and dirty tricks—not just to take what they want but to cement their reputations as cutthroats and monsters.

DC 20: If you see the skull-and-manacles of Adia Ironheart, or the black hawk of the Raptor of the Southern Coast, you unfurl your sail, put your best and strongest men at the oars, and make for the horizon.

DC 30: Most scarlet corsairs have a kind of brotherly rivalry going on. They consider only other scarlet corsairs to be their true rivals and equals—everyone else is just prey waiting to happen.

SCARLET CORSAIRS IN THE GAME

Any particularly infamous pirate in the campaign could qualify as a scarlet corsair. This is not the nameless buccaneer whose exploits confuse and torment authorities as they try to figure out who is responsible—there is never any doubt when a scarlet corsair hits a target.

This isn't to say that all scarlet corsairs are known immediately. Many of them use pseudonyms as part of their identities, as well as outrageous, readily apparent dress or other affectations, if for no other reason than it makes it easier to have a quiet drink in a pub between exploits.

Sample Encounter

An encounter with a scarlet corsair generally takes place at the time and place of the corsair's choosing. They have eyes and ears in most major ports to allow them to plan just such attacks.

EL 15: Adia Ironheart is the terror of the seas. A notorious pirate and slaver, she is utterly without honor—even those who surrender to her are seized and sold into slavery.

Those who find the nearly destroyed hulks that she leaves in her wake know that she was responsible, for over the ship's railing swing the bodies of those who dared to oppose her, clapped in iron manacles and dangling above the water by chains strung through the railing.

Adia Ironheart **CR 15**

Female human rogue 4/fighter 3/scarlet corsair 8
NE Medium humanoid
Init +7; **Senses** Listen +2, Spot +2
Languages Aquan, Common

AC 20 (21 aboard ship), touch 13 (14 aboard ship), flat-footed 16; Dodge, Mobility, uncanny dodge
hp 69 (15 HD)
Resist evasion
Fort +6, **Ref** +14, **Will** +3

Speed 30 ft. (6 squares)
Melee Levinous +15/+10/+5 (1d6+3 plus 1d6 electricity/18–20 plus 1d10 electricity on a crit) and Deepshard +15 (1d6+3 plus 1d6 cold/18–20 plus 1d10 cold on a crit) or
Ranged mwk light crossbow +18 (1d8/19–20)
Base Atk +14; **Grp** +16
Atk Options corsair's feint, Combat Expertise, Improved Feint, sneak attack +4d6

Abilities Str 14, Dex 16, Con 11, Int 13, Wis 8, Cha 14
SQ sailor's step +4, scourge of the seas, trapfinding, trap sense +1
Feats Combat Expertise, Dodge, Improved Feint, Great Captain*, Leadership, Old Salt*, Sailor's Balance*, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus (cutlass)
*New feat described in Chapter 4.
Skills Appraise +5, Balance +7, Bluff +13, Climb +10, Decipher Script +4, Disable Device +3, Escape Artist +2, Forgery +2, Gather Information +8, Intimidate +17, Jump +9, Knowledge (geography) +8, Listen +2, Open Lock +3, Profession (sailor) +11, Search +2, Sense Motive +2, Spot +2, Survival +3, Swim +6, Tumble +12, Use Rope +4
Possessions *+3 studded leather*, Levinous *(+1 shocking burst cutlass)*, Deepshard *(+1 icy burst cutlass)*, *cloak of the manta ray, boots of striding and springing*, masterwork light crossbow with 20 bolts

Corsair's Feint (Ex) Adia can make a feint as a free action rather than as a move action. Once Adia uses corsair's feint, she must wait 1d4 rounds before using corsair's feint again.
Sailor's Step (Ex) When Adia is aboard a ship and wearing nothing more than light armor, she adds a +4 Dodge bonus to her AC. She loses this bonus if caught flat-footed or otherwise denied her Dexterity bonus.
Scourge of the Seas (Ex) When Adia uses Intimidate to demoralize foes, the attempt affects all enemies within 30 feet who can see and hear her, and the effect lasts for 2 rounds.

SEA WITCH

"I am one with the sea. I awaken the very ocean. Cross me, and you cross the vengeful deeps as well."
—Sibi alin Zakor, sea witch

Astride the crashing waves comes the sea witch: a terrible chaotic mage who wields the power of water and calls on the living horrors of the deep. Mariners blame sea witches for every mysterious shipwreck or monstrous raid, even when such events occur naturally—and since sea witches thrive on destruction and fear, they do not protest.

BECOMING A SEA WITCH

Wizards and sorcerers with a love of violent weather-magic are typical sea witches. However, it's also possible for monstrous beings that already possess such innate abilities to enter the class: A naga, for example, could become a very powerful sea witch. A kraken with levels in an arcane spellcasting class could augment its already considerable abilities with the powers granted by this prestige class.

Entry Requirements

Alignment: Any chaotic.
Speak Language: Aquan.
Spells: Ability to cast arcane spells, which must include *control water, control weather,* or *favorable wind**, as well as *summon monster III* (or any higher-level *summon monster* spell).
*New spell described on page 116.

CLASS FEATURES

The following are class features of the sea witch prestige class.

Curse of the Sea Witch (Sp): The ocean is a vengeful, mercurial entity, and you're capable of awakening its dark side. Your curse functions like *bestow curse*, except that the target can remove it automatically by spending an hour more than a mile from the nearest large body of water.

Starting at 3rd level, you can use this class feature twice per day.

Spellcasting: At each level indicated in Table 3–8, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a sea witch, you must decide which class gains each level for the purpose of determining spells per day, caster level, and spells known.

Table 3–7: The Sea Witch **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	*Curse of the sea witch* 1/day	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Call maelstrom	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	*Curse of the sea witch* 2/day	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	*Briny deep summoning* 1/day	—
5th	+2	+4	+1	+4	*Curse of the albatross* 1/day	+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Call major maelstrom	+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	*Curse of the albatross* 2/day	+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	*Briny deep summoning* 2/day	—
9th	+4	+6	+3	+6	Call greater maelstrom	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	*Call phantom ship*	+1 level of existing arcane spellcasting class

Skills (2 + Int per level): Concentration, Craft (any), Knowledge (arcana), Knowledge (nature), Knowledge (the planes), Profession (any), Spellcraft, Swim.

Call Maelstrom (Su): On attaining 2nd level, you gain the innate ability to create a terrible whirlpool called a maelstrom (see page 13 for complete details on this phenomenon). The whirlpool persists for 1 hour per class level and can appear anywhere within 1 mile of you. This whirlpool has no special exit: Creatures ejected from the vortex must make their way back to the surface or away from the currents. You can create a maelstrom once per day.

At 6th level, you can produce a major maelstrom once per day. This has no special exit, but you can locate the vortex so that it empties into an underwater feature such as a cavern, if the feature is within the whirlpool's depth.

At 9th level, you can produce a greater maelstrom once per day. This vortex opens directly into the Elemental Plane of Water. You do not control the destination on that plane.

Briny Deep Summoning (Sp): Starting at 4th level, you can summon a dire shark, echinoloth*, or elder tojanida to attack your enemies and follow your commands for 1 round per arcane caster level. This spell-like ability otherwise functions like the highest-level *summon monster* spell you can cast.

Starting at 8th level, you can employ this class feature twice per day. You can summon a caller from the deeps*, a scyllan*, or 1d4+1 dire sharks, echinoloths*, or elder tojanidas.

*New creature described in Chapter 7.

Curse of the Albatross (Sp): Beginning at 5th level, you're able to extend your curse to cover an entire ship and its crew. The ship takes a –10 foot speed penalty, and its crew takes a –4 penalty on Profession (sailor) and Swim checks. The curse of the albatross otherwise functions like *bestow curse* and can be ended with *break enchantment, limited wish, miracle, remove curse,* or *wish*. Moving away from a large body of water isn't sufficient to end this curse, but it might make it come into play less often.

Starting at 7th level, you can use this class feature twice per day.

Call Phantom Ship (Sp): At 10th level, you can create a eerily glowing longship with phantom rowers that crosses the seas at your command. The phantom ship, which lasts 1 hour per arcane caster level, is functionally a longship, except that it has an oar speed of 30 feet. The rowers are phantoms, AC 15 (+4 natural armor, +1 Dex), with 7 hp +1 hp per caster level. They won't do anything other than silently row.

Playing a Sea Witch

Your power over the violence of the seas makes you at once feared and respected. If you are of an evil bent, you might be a leader of a pirate fleet, causing your prey to founder in a whirlpool and feeding sailors to the summoned scyllans. Alternatively, you could curse merchant ships, then use weather magic to smash them against the coast so that your scavenger people can salvage the goods. Your magic also lends itself well to protecting your base of operations, summoning mighty maelstroms and ferocious monsters to smash any who approach.

Some sea witches, if not exactly good, are not deliberately evil. Your mastery of the sea's power can protect your people by sinking pirate ships and driving away hostile creatures. A stretch of water known to be hazardous (because of your efforts) keeps away the curious and hides your people's settlements from the reavers who plague the coast. Maelstrom currents can bring fish and driftwood closer to shore, and summoned monsters might help bring food for a hungry village.

Most sea witches, however, are loners who exult in the violence of the sea and take no heed of the devastation they leave in their wake.

Combat

As a spellcaster, hand-to-hand combat is not your strength. That's why you call on powerful sea creatures to assist you. You are already able to cast *summon monster* spells, since that is a prerequisite for the class, and as you attain higher levels you can call ever more powerful monsters to your aid.

Just getting close to you is difficult for enemies, because you can trap pursuers in deadly maelstroms. The maelstrom and your spellcasting can keep you safe if you work alone, but your magic is also well suited to supporting allies. A cursed ship caught in a whirlpool's currents can't effectively respond to attacks from your vessel, and enemies distracted by a sea monster's attacks can't concentrate on your forces.

As you attain higher levels, the monsters you summon have powerful magic and supernatural abilities of their own. At your most powerful, you bring another feature to the battlefield: the ability to simply remove enemies. Your greater maelstrom is likely to smash a ship to flinders, but even if it survives the vessel and its crew are then sucked into the Elemental Plane of Water. Without plane-spanning magic (or more practically, a way to survive underwater), enemies so caught are irrevocably trapped.

Illus. by F. Vohwinkel

Sibi alin Zakor, a sea witch

Advancement

Your love of the wild waters—or perhaps a sheer thirst for destruction—drives you onto the path of becoming a sea witch. You've already begun to cast water-controlling magic and call upon the beasts of the deep. This prestige class brings your talents to their natural culmination. Sea witches are not an organized group—in fact, each is a territorial being claiming a wide swath of ocean, so they are few and far between. Those who travel the seas consider this a blessing.

The awe engendered by your mere existence brings ever-increasing reward. You might begin as a minor pirate lord who uses magic to help garner plunder but eventually become the ruler of a terrible island-kingdom demanding tribute from all who must pass through your waters. If you are more benevolently disposed, you become increasingly powerful within a community that depends on you for protection.

Resources

Even without an organization on which to draw, you have many resources at your disposal. Your summoned creatures are intelligent and able to perform other duties besides attacking your enemies.

If you belong to a community, you are in a position of power. You can call on warriors and requisition materiel, whether through intimidation or loyalty.

SEA WITCHES IN THE WORLD

Having a sea witch in an adventuring party offers plenty of opportunities. Pirate hunters, for example, find a sea witch in their midst strikes terror into the hearts of buccaneers who cannot stand up to his monstrous and magical assaults. By contrast, raiders can take advantage of a sea witch's skills to establish a well-protected base anywhere along a coast.

NPC Reactions

For the most part, people live in terror of sea witches. Parents threaten children with stories of summoned monsters that carry away misbehavers, and grizzled sailors spin tales of immense whirlpools that swallow ships without a trace. Having a terrible reputation is just fine for someone who really is a sea witch, but it can be a problem for a character wrongly believed to be one.

Commoners such as average sailors, fishers, and shore dwellers are automatically hostile to anyone they believe to be a sea witch. They have no power to combat such a mighty threat, though, so they either flee or hide. Unless the sea witch is known as a benevolent defender or a leader of people who depend on his magic, trying to establish contact or even to convince them of good intentions is almost impossible. Nations that feel threatened by a sea witch are likely to hire high-level adventurers (especially

spellcasters) to try to neutralize the danger. Conversely, a sea witch sometimes finds his talents sought by fleets looking for an edge in battle.

A sea witch's most dangerous enemies are other sea witches, who might see him as a threat to their plans to consolidate their power. When two warring nations pit sea witches against each other, the devastation can be staggering.

SEA WITCH LORE

Characters with Knowledge (arcana) or the bardic knowledge ability can research sea witches to learn more about them.

DC 10: Ships sometimes disappear in a particular stretch of ocean. It's not natural.

DC 15: There's a sea witch living in the area, who can use magic to destroy ships.

DC 20: Sea witches can summon powerful monsters and even cause the sea to swallow their enemies. Stay far, far away from them by any means you can.

SEA WITCHES IN THE GAME

An NPC sea witch makes a dangerous adversary who can form the basis of an entire campaign. At lower levels, the party might encounter minions who bring demands for tribute. As they advance, the player characters could battle raiding fleets led by magic-wielding servants. Finally, they challenge the master of the seas himself—perhaps with a sea witch of their own to counterbalance his fearsome power.

Sample Encounter

Evil sea witches are likely to demand tribute from passing vessels, threatening watery destruction unless placated with treasure.

EL 15: Sibi alin Zakor is a haughty wizard whose remote tower dominates a stretch of islets known as the Devil's Footprint. This area is infested with dangerous sea creatures, and seafarers usually stay far away. But the sea witch is engaged in some new rite or research he does not want disturbed, and he is now attacking any ship that comes within sight of his tower to drive off the intruders.

Sibi alin Zakor **CR 15**

Male human wizard 7/sea witch 8
CN Medium humanoid
Init +1; **Senses** Listen +10, Spot +10
Languages Abyssal, Aquan, Common, Draconic, Elven, Giant, Sahuagin, empathic link

AC 17, touch 13, flat-footed 16
hp 69 (15 HD)
Fort +8, **Ref** +7, **Will** +13

Speed 30 ft. (6 squares)
Melee mwk quarterstaff +8/+3 (1d6)
Ranged mwk light crossbow +9 (1d8)
Base Atk +7; **Grp** +7
Atk Options Augment Summoning, Combat Casting
Special Actions *briny deep summoning* 2/day, call major maelstrom 1/day, *curse of the albatross* 2/day, *curse of the sea witch* 2/day
Combat Gear 2 *potions of cure moderate wounds, wand of magic missiles* (CL 9th; 34 charges)
Wizard Spells Prepared (CL 13th; 1d20+15 to overcome SR):
7th—*waterspout** (DC 24)
6th—*disintegrate* (DC 22), extended *summon monster V, Tenser's transformation*
5th—*cone of cold* (DC 22), *blackwater tentacle** (DC 22), *teleport, transformation of the deeps**
4th—*disguise ship**, *dimension door, greater invisibility, polymorph, siren's call**(DC 20)
3rd—*detect ship**, *dispel magic, fireball* (2) (DC 20), *protection from energy*
2nd—*Melf's acid arrow* (+8 ranged touch), *pressure sphere** (DC 19), *sink** (3) (DC 18), *swim**
1st—*chill touch* (2) (+7 melee touch), *expeditious retreat, mage armor*†, *quickswim**, *ray of enfeeblement* (+8 ranged touch)
0—*daze* (DC 16), *flare* (DC 17), *detect magic, read magic*
*New spell described in Chapter 6
†Already cast

Abilities Str 10, Dex 13, Con 14, Int 22, Wis 14, Cha 8
SQ familiar, scry on familiar, share spells
Feats Alertness[B] (if familiar within 5 ft.), Augment Summoning, Combat Casting, Extend Spell[B], Lightning Reflexes, Scribe Scroll[B], Spell Focus (conjuration), Spell Focus (evocation), Steam Magic*, Storm Magic*
*New feat described in Chapter 4.
Skills Concentration +20 (+24 casting defensively), Hide +10, Knowledge (arcana) +24, Knowledge (nature) +19, Listen +10, Spot +10, Speak Language (Elven, Sahuagin), Spellcraft +24, Swim +9, Use Magic Device –1 (+1 scrolls)
Possessions combat gear plus masterwork light crossbow, masterwork quarterstaff, *ring of protection +2, amulet of health +2, headband of intellect +4, potion of bull's strength* (material component for *Tenser's transformation*), eye ointment worth 250 gp (material component for *true seeing*), scroll of *control weather,* 2 pearls (100 gp each), spellbook (see below)
Spellbook spells prepared plus 0—all; 1st—*alarm, color spray, feather fall, identify, jump, magic missile, sleep* (+8 ranged touch); 2nd—*arcane lock, fins to feet**, *gust of wind, invisibility, knock, summon monster II, tern's persistence**, *turbidity**; 3rd—*daylight, favorable wind**, *summon monster III, water breathing, water to acid**; 4th—*aboleth curse**, *arcane eye, summon monster IV*; 5th—*airy water**, *flowsight**, *summon monster V, thalassemia**; 6th—*blackwater taint**, *control water, summon monster VI, true seeing*; 7th—*summon monster VII.*
*New spell described in Chapter 6.

Briny Deep Summoning (Sp) Sibi alin Zakor can take a full-round action to summon a caller from the deeps or a scyllan, or 1d4+1 dire sharks, echinoloths, or elder tojanidas, as the *summon monster VII* spell; caster level 13th.

Call Maelstrom (Su) Sibi alin Zakor can produce a maelstrom once per day (see page 13). The whirlpool persists for 8 hours and can appear anywhere within 1 mile of the caster.

Curse of the Albatross (Sp) Sibi alin Zakor can curse a ship so it takes a –10 foot speed penalty. Its crew takes a –4 penalty on Profession (sailor) and Swim checks. Otherwise functions as *bestow curse*, caster level 13th.

Curse of the Sea Witch (Sp) As *bestow curse*, except that the target can remove it automatically by spending an hour more than a mile from the nearest large body of water. Caster level 13th.

Octopus Familiar **CR —**

CN Medium magical beast (aquatic)
Init +2; **Senses** low-light vision, scent, Listen +7, Spot +7
Languages empathic link, speak with master, speak with mollusks

---

AC 22, touch 14, flat-footed 19
hp 34 (15 HD)
SR 18
Resist improved evasion
Fort +8, **Ref** +7, **Will** +12

Speed 20 ft. (4 squares), swim 30 ft. (6 squares)
Melee arms +10 (0) and bite +5 (1d3)
Base Atk +7; **Grp** +8
Atk Options deliver touch spells, improved grab
Special Actions ink cloud, jet

Abilities Str 12, Dex 17, Con 11, Int 11, Wis 12, Cha 3
SQ speak with mollusks, speak with master
Feats Weapon Finesse
Skills Escape Artist +13, Hide +20, Listen +7, Spot +7, Swim +18

Improved Grab (Ex) To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex) Once per minute, an octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long as a free action. The cloud provides total concealment, which the creature normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex) Once per round, an octopus can jet backward as a full-round action, at a speed of 200 feet. It must move in a straight line but does not provoke attacks of opportunity while jetting.

STORMCASTER

"My breath is the wind. My heartbeat, the thunder. My fury, the lightning. To test my wrath is to test the very forces of the storm, to your peril."

—Tamask Laryn, master stormcaster

Many things in nature have drawn the attention of the seeker of the arcane—the elements, the nature of the unseen world, the weaving of illusions. The stormcaster is one who seeks to tap into the power of a strange and terrifying phenomenon: the raging storm. The stormcaster is a terrible figure to most who encounter him. He seems to travel, unconcerned, through the foulest of weather. A part of him revels in this destructive manifestation of the elements—the fouler the weather, the happier he seems. Many who know of these weather wizards whisper that they do not follow storms—rather, the storms follow them.

BECOMING A STORMCASTER

The would-be stormcaster revels in the fury of the storm. There is something awesome and terrible about a storm that draws him, and he is constantly seeking to understand it. He masters those spells that mimic the power of the storm and even learns to infuse the elements of the storm—whether the clap of thunder or the strike of lightning—into his other spells, seeking to become one with that power.

Stormcasters are drawn from the ranks of arcane or divine casters. The wizard who pursues this path needs to understand the primal energies inherent in the storm. The sorcerer, on the other hand, often feels that he is laying claim to some terrible birthright—many such sorcerers have in their heritage the blood of blue dragons or of other creatures who are at home in a wild storm's fury. Druids occasionally pursue the path of the stormcaster but at the risk of turning their backs on much of their natural powers.

Entry Requirements

Alignment: Any nonlawful.
Skill: Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.
Spellcasting: Must have the ability to cast *gust of wind* and either *lightning bolt* or *call lightning*.

CLASS FEATURES

The following are class features of the stormcaster.

Storm Spell Power (Ex): You are truly skilled in the use of spells that wield the power of the stormy seas. Any spell you cast that has the air, electricity, sonic, or water descriptor is cast at +2 caster level.

Thunderclap (Su): You can channel stored spell energy into pure sonic energy. You can lose any prepared spell

Table 3–8: The Stormcaster **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Storm spell power, thunderclap	—
2nd	+1	+3	+3	+1	Resistance to electricity 10	+1 level of existing spellcasting class
3rd	+1	+3	+3	+1	*Shield of winds* 1/day	+1 level of existing spellcasting class
4th	+2	+4	+4	+1	Eye of the storm	+1 level of existing spellcasting class
5th	+2	+4	+4	+2	Thunderbolt	+1 level of existing spellcasting class
6th	+3	+5	+5	+2	*Shield of winds* 2/day	+1 level of existing spellcasting class
7th	+3	+5	+5	+2	Resistance to sonic 10	+1 level of existing spellcasting class
8th	+4	+6	+6	+3	*Call storm*, eye of the storm 30-ft. radius	+1 level of existing spellcasting class
9th	+4	+6	+6	+3	*Shield of winds* 3/day	+1 level of existing spellcasting class
10th	+5	+7	+7	+3	Lord of the storm	+1 level of existing spellcasting class

Skills (2 + Int per level): Concentration, Craft, Intimidate, Jump, Knowledge (arcana), Knowledge (nature), Listen, Profession, Spellcraft, Survival.

or spell slot in order to generate a 30-foot-radius burst of sonic energy. The burst deals 1d4 points of sonic damage per level of the spell slot to all targets in the area; any creature damaged by this effect is stunned for 1 round. A Fortitude save halves this damage and negates the stun effect. You are immune to your own thunderclap power. This otherwise functions like the cleric's spontaneous casting class feature (see page 32 of the *Player's Handbook*).

Resistance to Electricity (Ex): At 2nd level, you gain some ability to resist the deadly power of lightning (resistance to electricity 10).

Spellcasting: Beginning at 2nd level, when you gain a new stormcaster level you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a stormcaster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Shield of Winds (Sp): Starting at 3rd level, you can call up high winds to cast aside the arrows of your foes. As an immediate action (equivalent to a free action, except you can take it when it isn't your turn), you can surround your space with an effect equal to a *wind wall* (see page 302 of the *Player's Handbook*) for 1 round. You can use this ability once per day at 3rd level, two times per day at 6th level, and three times per day at 9th level.

Eye of the Storm (Ex): Even in a storm, the winds whipping around you seem to leave you unaffected. Beginning at 4th level, you ignore the penalties associated with ranged attack rolls and Listen checks due to high winds (see page 95 of the *Dungeon Master's Guide*). Actions that are impossible in high winds (such as using ranged attacks in winds above 50 mph) are still impossible.

At 8th level, you gain the ability to share this protection with any number of allies within 30 feet. Granting (or removing) this benefit from any number of allies is a free action.

Thunderbolt (Ex): Beginning at 5th level, you use your knowledge of the storm to add the power of thunder to your lightning-based spells. Any spell you cast that deals electricity damage also deals an extra 1 point of sonic damage per spell level and stuns any creature damaged by the spell for 1 round (Fortitude save negates; DC equals the save DC of the spell, even if the spell wouldn't normally allow a save).

Resistance to Sonic (Ex): At 7th level, you become somewhat resistant to the power of thunder. You gain resistance to sonic 10.

Call Storm (Sp): You only feel fully at home within the confines of a storm. At 8th level, you gain the ability to use a *control weather* effect once per week but can only create a windstorm, thunderstorm, or hurricane-force winds (see page 214 of the *Player's Handbook* and pages 94–95 of the *Dungeon Master's Guide*). You are treated as a druid when using this ability (or when casting *control weather* through your own spellcasting power) for the purpose of duration and area of the spell.

Lord of the Storm (Su): At 10th level, your mastery of the power of the storm is complete. You gain resistance to electricity 30 and resistance to sonic 30. You are immune to being blown away, knocked down, or checked by high winds (whether natural or magical). You gain a +2 competence bonus on saves against spells with the air or water descriptor.

Playing a Stormcaster

As a stormcaster, you are most at home when the winds howl, lightning cuts the sky, and thunder shakes the very ground beneath you. There is something primal within you that is happiest in the midst of these great storms, and you have turned your formidable powers toward understanding and deepening that kinship. You believe that the peace that most people seek is a falsehood, an illusion of security in a world that provides none. Better by far to seek shelter in the midst of the raging torrent and become one with it.

It is said that once there was a cabal of arcanists who sought to understand and master the secrets of the storm. Unfortunately, this organization was torn apart by the mercurial moods and rages of its members. Throughout the years, others have tried to codify these teachings and organize a school or brotherhood to foster its mysteries, but all have been riven by rivalries and soon dispersed. Let the others have their councils, school, brotherhoods, cabals—nothing matters to you but the fury of the storm.

Stormcasters who take to adventuring usually do so as a means of funding their research and so they can be among those who aren't immediately afraid of them. NPC stormcasters are always impressive figures. Some are terrible creatures who wield the storms at their command as weapons, threatening and destroying those who defy them, while others are simply hermits with odd interests and abilities.

Combat

You possess some of the most formidable combat spells available, such as *lightning bolt*, *call lightning*, *ice storm*, or even a *fireball* transmuted into an explosion of lightning through the Energy Substitution feat (described in *Complete Arcane*). Protect yourself through spells such as *protection from energy* so that you don't have to be concerned with your own lightning effects. The ability to augment them through metamagic feats (especially Empower Spell and Widen Spell) is highly desirable, so don't hesitate to do so.

In combat, keep in mind that while you are likely to be out of the way casting spells into the fray, your allies are apt to be right in the middle of it. Protect those who are most likely to find themselves in the middle of your lightning spells with a *protection from energy* spell. Indeed, it might be wise to invest in a *wand of protection from energy*. Do note, however, that any archers in your group are unlikely to thank you for making their job more difficult through the strong winds with which you usually surround yourself.

A stormcaster's most advantageous combat location is flying in the middle of a howling storm. Your spells are harder to resist because of the call storm ability and you are nearly impossible to hit with ranged attacks due to the high winds. You, on the other hand, benefit greatly from those winds—you might even find it useful to invest in some ranged attack spells for just these situations.

Advancement

There is no single origin story for a stormcaster. Some might have had the secrets of the class told to them by a creature of the storm, a friendly elemental, or the servant of a storm god. Many sorcerers simply awaken to their own potential. Others felt the call to enter a storm and found an experienced stormcaster there, reveling in the heart of the terrible gale.

Stormcasters actively seek out storms, or even create them, in order to understand their powers and abilities. As a result, they find it difficult to live in civilized areas, since most people aren't interested in having a storm-summoner as a neighbor.

As you increase in level, you will find it beneficial to prepare for your big battles. Certainly, your arrival being presaged by a massive storm could tip off the foe, but you command the upper hand in such a situation. Keep to the air when you can, and invest in the Extend Spell feat. Do your spellcasting from on high, which will keep you out of the reach of most of your enemy's attacks.

Resources

Very little support is to be had from other stormcasters, save for a certain kinship of the like-minded. On the other hand, a *wand of protection from energy* will greatly benefit you and those you work closely with, allowing you to cut loose with your truly destructive magics while leaving your allies relatively unaffected. Stormcasters capable of creating magic items usually create a *stormrider cloak* (see page 134).

STORMCASTERS IN THE WORLD

The stormcaster is a figure of strange yet attractive power—no one can deny the incredible primal force of the storm, and it is a pleasing thought to imagine controlling that kind of power. A stormcaster can fulfill a variety of roles, from the strange hermit on a stormy mountaintop to the mage who wanders into town at the onset of a hurricane and is gone with the winds. Stormcasters make not just good villains but also enigmatic figures who possess secrets that the PCs might want but must brave the storm to find.

NPC Reactions

As attractive as most people find the thought of the power a stormcaster wields, being faced with the reality of one is something else entirely. If a character is a known stormcaster, he will be treated like any other force of nature—safely ignored when he can be, or appeased until he goes away. Clerics and worshipers of Procan share the savant's admiration of storms and are inclined to be friendly to known stormcasters.

STORMCASTER LORE

Characters with Knowledge (arcane) or Gather Information can research stormcasters to learn more about them.

DC 10: Some arcanists, called stormcasters, seek to tap into the power of the storm, becoming one with it.

DC 15: Stormcasters have the ability to fly in storms. They are immune to lightning and thunder and resistant to those spells that create electricity and damaging sound.

DC 20: A stormcaster can command the storm to lift him up, cast aside arrows, and carry his voice for miles. He has the kind of command over weather spells normally found only in druids and clerics.

DC 30: The winds of a storm aid a stormcaster, bringing sounds to his ears and carrying his projectiles and spells toward his foes.

STORMCASTERS IN THE GAME

A strange wind witch lives on an island over which a storm howls permanently. A wandering madman shows up in town just as the thunderheads roll in and roams the streets, cackling with the thunder and then disappearing just before the sun shows itself again. A wizard lives in a tower outfitted with strange copper implements made to attract and study the power of the storm. All these are stormcasters.

Sample Encounter

Stormcasters make excellent villains, for they are motivated by alien concerns and interests—though many people can see the power of the storm, few people are interested in getting close enough to examine it.

A stormcaster can call down a storm on a village that hasn't seen foul weather in several years, just to see if there is something inherent in the village that is protecting it or if it is just random chance—all the while remaining oblivious to the fact that people might be hurt.

EL 15: Tamask Laryn is a powerful stormcaster who has studied the powers of the storm longer than many mages have been alive. Though his body is growing frail, his mind is sharp and inquisitive, if slightly unhinged. He has determined that the next stage of his understanding will come from seeing the effects of a ship sinking in a storm. Unfortunately for the PCs, the ship he has chosen is theirs.

TAMASK LARYN **CR 15**

Male human wizard 6/stormcaster 9
CN Medium humanoid
Init +0; **Senses** Listen +9, Spot +4
Languages Aquan, Auran, Common, Draconic, Sahuagin, empathic link

AC 14, touch 10, flat-footed 14
hp 39 (15 HD)
Resist electricity 10, sonic 10
Fort +8, **Ref** +8, **Will** +10

Speed 30 ft. (6 squares)
Melee *rod of thunder and lightning* +5/+0 (1d6–2) or
Ranged *javelin of lightning* +7 (5d6 electricity, Reflex DC 14 half)
Base Atk +7; **Grp** +5
Combat Gear *brooch of shielding* (absorbs 82 points of *magic missile* damage), *rod of thunder and lightning*, *wand of dispel magic* (50 charges)
Atk Options thunderclap, thunderbolt
Wizard Spells Prepared (CL 14th, 16th for air, electricity, sonic, and water spells):
7th—*control weather, spell turning*
6th—*chain lightning* (CL 16th; DC 21), empowered *ice storm*, *Otiluke's freezing sphere* (DC 21)
5th—*cloudkill* (DC 19), *cone of cold* (DC 20), *overland flight*
4th—*ice storm, lesser globe of invulnerability, shout* (2) (CL 16th; DC 19), *stoneskin*
3rd—*detect ship*, fly, lightning bolt* (2) (CL 16th; DC 18), *wind wall*
2nd—*bull's strength, cat's grace, gust of wind* (DC 17), *resist energy, whispering wind*
1st—*endure elements, feather fall, magic missile, obscuring mist, shield*

Illus. by F. Vohwinkel

Tamask Laryn, a stormcaster

0—*acid splash* (+7 ranged touch), *detect magic, light, read magic*
*New spell described on page 115

Abilities Str 7, Dex 11, Con 11, Int 19, Wis 14, Cha 10
SQ call storm, eye of the storm, familiar, share spells, shield of winds
Feats Alertness[B] (if familiar is within 5 ft.), Craft Staff, Craft Wand[B], Empower Spell, Energy Substitution (electricity)[1], Improved Familiar[2], Scribe Scroll[B], Spell Focus (evocation), Steam Magic*, Storm Magic*
*New feat described in Chapter 4
1 Feat described in *Complete Arcane*
2 Feat described in *Dungeon Master's Guide*
Skills Concentration +18, Craft (blacksmithing) +7, Intimidate +5, Jump +3, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (nature) +14, Listen +9, Spellcraft +22, Spot +4, Survival +7
Possessions combat gear plus *bracers of armor +4, brooch of shielding*, 4 *javelins of lightning, eyes of the eagle*, pouch with 1,250 gp of diamond dust (material component for *stoneskin*), spellbook (see below)
Spellbook spells prepared plus 0—all others; 1st—*identify, mage armor, ray of enfeeblement;* 2nd—*fog cloud, protection from arrows, shatter, stormrunner's ward*;* 3rd—*dispel magic, protection from energy, sleet storm, water breathing;* 4th—*dimension door, Otiluke's resilient sphere, polymorph;* 5th—*flowsight*, sending;* 6th—*control water, stormwalk*;* 7th—*delayed blast fireball*.
*New spell described in Chapter 6

Eye of the Storm (Ex) Tamask ignores the penalties on ranged attack rolls and Listen checks associated with high winds.
Thunderbolt (Ex) Tamask's electricity spells deal an extra 1 point of sonic damage per spell level and stun creatures damaged by the spell for 1 round (Fortitude DC 10 + spell's level halves damage and negates stun).
Thunderclap (Su) Tamask can channel any prepared spell slot to generate a 30-foot-radius burst of sonic energy that deals 1d4 sonic damage per level of the spell slot and stuns creatures damaged by the spell for 1 round (Fortitude DC 10 + spell's level halves damage and negates stun).
Call Storm (Sp) Tamask can use *control weather* as a druid of his level, 1/week, but can only create a windstorm, thunderstorm, or hurricane-force winds.
Shield of Winds (Sp) Tamask can call up gusts of wind to act as *wind wall*, 3/day.
Storm Spell Power (Ex) Tamask is considered to be +2 caster level when casting spells with the air, electricity, sonic, or water descriptors.

Small Water Elemental Familiar **CR —**
CN Small elemental (water, extraplanar)
Init +0; **Senses** darkvision 60 ft., Listen +5, Spot +5
Languages empathic link, speak with master

AC 20, touch 11, flat-footed 20
hp 13 (5 HD)
Immune poison, sleep effects, paralysis, stunning, critical hits, flanking
Resist improved evasion
Fort +4, **Ref** +1, **Will** +4

Speed 20 ft. (4 squares), swim 90 ft.
Melee slam +4 (1d6+3)
Base Atk +1; **Grp** –3
Atk Options drench, vortex

Abilities Str 14, Dex 10, Con 13, Int 8, Wis 11, Cha 11
SQ deliver touch spells, water mastery
Feats Power Attack
Skills Listen +5, Spot +5

Drench (Ex) Touch puts out nonmagical flames of Large size or smaller; can dispel magical fire as *dispel magic* (CL 5th).
Vortex (Su) Once every 10 minutes; *MM* 101.
Water Mastery (Ex) +1 bonus on attack rolls and damage rolls if both it and its foe touch water; –4 penalty on attack rolls and damage rolls against landbound opponents.

WAVEKEEPER

"The very currents of the primal abysses answer my call, landwalker. Despoil these waters at your own risk."
—Admarin of the Blue Waters, a wavekeeper

The druid is a creature of many habitats, and the average druid is able to make himself at home in the mountain heights as easily as in the depths of the forest. But some druids, particularly the druids of marine races, feel the call of the primal deeps. These druids seek to understand the life patterns that ebb and flow with its currents; they embrace the power of the oceans. The ocean answers the wavekeeper's call, with awesome and devastating results.

BECOMING A WAVEKEEPER

In order to become a wavekeeper, a character must be drawn to the sea. This is not the exclusive province of aquatic races—some land-dwellers show more love and concern for the sea than the average aquatic elf or merfolk—but this prestige class is far more common among the aquatic peoples.

Characters with animal companions benefit greatly from this class, so druids and rangers excel as wavekeepers. In the Circle Beneath the Waves, druids make up the majority of this prestige class, although some rangers who have sworn to defend the circle take levels in this class as well.

Entry Requirements
Alignment: Any neutral.
Base Attack Bonus: +4.
Skills: Survival 8 ranks, Swim 5 ranks.
Spellcasting: Able to cast 1st-level divine spells.
Special: Animal companion with aquatic subtype or swim speed.

Table 3–9: The Wavekeeper **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Masterful swimmer, mysteries of the sea	—
2nd	+1	+3	+0	+3	Beast of the sea, wave master 1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Mastery of breath, *water breathing*	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Wave master 2/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Current mastery	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Wave master 3/day	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Wave form	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Wave master 4/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Wave form (Huge)	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	*Call of the abyss*, current mastery (20 ft.), wave master 5/day	+1 level of existing divine spellcasting class

Skills (4 + Int per level): Concentration, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Profession, Search, Spellcraft, Spot, Survival, Swim.

CLASS FEATURES

The following are class features of the wavekeeper.

Weapon and Armor Proficiency: You gain no weapon or armor proficiencies.

Masterful Swimmer (Ex): You augment your swimming using the minutest of currents and swimming patterns, granting you a swim speed of 20 feet or increasing your existing swim speed by 10 feet if you have a natural swim speed.

Mysteries of the Sea: You master the powers of nature that make up the oceans. Choose one of the following domains: Blackwater, Ocean, Storm, or Water. The spells of that domain are added to your divine spellcaster class list, and you can prepare them normally. You also gain the granted power associated with that domain. (The Blackwater, Ocean, and Storm domains can be found in Chapter 6.)

Beast of the Sea (Ex): Starting at 2nd level, your animal companion continues to advance. Subtract 1 from your class level and add the result to your effective druid level for determining the abilities of your animal companion.

Wave Master (Su): Beginning at 2nd level, when near a body of water you can focus a rush of water at a single creature within 30 feet. This jet of water can bludgeon or push back a creature, at your option.

As a bludgeoning attack, the wave of water deals 1d6 points of nonlethal damage per class level. A Reflex save reduces damage to half (DC 10 + one-half class level + Wisdom modifier).

If you instead choose to push back a creature, treat the wave of water as a bull rush with a bonus on the Strength check equal to 8 + your class level.

Mastery of Breath (Ex): At 3rd level, you adapt to your watery environment, becoming amphibious and able to breathe water or air interchangeably.

Water Breathing (Sp): At 3rd level, you gain the ability to use a *water breathing* effect once per day, with a caster level equal to your class level and two times the normal duration.

Current Mastery (Ex): At 5th level, you gain the ability to create currents that move the water in your vicinity. The current flows in a direction you specify and affects water within 30 feet of your position. Creatures, including yourself, are moved in the direction the water flows. Your current moves at 10 feet per round. At 10th level, the speed of your current increases to 20 feet per round.

You can use your current mastery to increase or impede the speed of a ship, though if you attempt to impede a ship with sails that ship's speed is only reduced by 5 feet (or by 10 feet for a 10th-level wavekeeper).

Wave Form (Su): At 7th level, you gain the ability to transform into a Small, Medium, or Large water elemental. This otherwise functions as the druid's wild shape ability (see page 37 of the *Player's Handbook*). In addition to the normal effects of wild shape, you gain all the elemental's extraordinary, supernatural, and spell-like abilities. You also gain the elemental's feats for as long as you maintain the wild shape but retain your own creature type.

Starting at 9th level, you can transform into a Huge water elemental.

Call of the Abyss (Sp): Once per day at 10th level, you can call upon the very powers of the ocean's currents to serve you. An elder water elemental answers your call, a creature made up of the swirling black lightless waters of the deepest abyss, retaining this lightless quality even when called to the surface. It attacks your opponents to the best of its ability.

PLAYING A WAVEKEEPER

The wavekeeper is usually a druid who has taken the ocean as a whole as his protectorate, declaring himself the defender of those vast realms that lie beneath the waves. You consider the waves themselves to be a gate that separates the watery realms from the lands above—and you are the gatekeeper.

To that end, most wavekeepers work to keep those realms separated: the civilizations of the surface world must not pollute or influence the oceanic realms and the aquatic

peoples must be cautious when dealing with the land. You do not oppose communication or trade between sea folk and land walkers; in fact, you might even encourage it, utilizing your unique powers to enable such interaction. You are simply careful to ensure that the lackadaisical outlook on the natural world that seems to haunt the land folk doesn't infect the peoples of the sea.

Wavekeepers are likely to become adventurers in an effort to carry forth their sworn goals. Whether becoming an ambassador to a nearby human settlement or seeking to stop the plots of a kraken to gain control over the thieves' guilds of a coastal nation, you stand ready to use your talents to keep the sea and the land from tainting one another.

You might or might not be a member of the Circle Beneath the Waves, an organization of like-minded wavekeepers and allied druids and rangers. If you are, you know that you can turn to them to aid you in problems that come to your attention. Likewise, you know that you could be called upon to render aid to others within the organization. If you do not belong to the Circle, you were likely taught the mysteries of the wavekeepers by one of their number, for it is a tradition to teach these mysteries to any who can hear the call of the sea.

Admarin of the Blue Waters, a wavekeeper

Illus. by F. Hooper

Combat

You possess a variety of special techniques for dealing with opponents both aquatic and land-based. Where possible, engage your opponent from the water, especially if that target is on land—you'll find that improved cover from being in the water (see Attacks from Land, page 93 of the *Dungeon Master's Guide*) makes it an especially useful place from which to cast your spells. This is doubly true against enemy spellcasters, since you gain the Reflex saving throw bonus against attacks from land-bound spellcasters.

In the water, you will usually have the advantage of mobility, due to the speed increases from both masterful swimmer and current mastery. Augment your animal companion with current mastery and a spell or two, and you'll find yourself with a truly formidable ally (especially if it gains the Swim-By Attack feat as it advances in HD, enabling it to attack foes while remaining out of their reach). Don't hesitate to take such feats as Dodge and Swim-By Attack in order to take advantage of such things yourself, especially in a combat-focused wild shape.

At higher levels, your ability to assume the shape of a water elemental will go a long way toward aiding you in combat, with its damage reduction and vortex abilities. The sight of a wavekeeper in elemental form, his spell-enhanced shark companion, and an elder water elemental composed of the lightless waters of the ocean trenches has certainly dissuaded many would-be assailants.

Advancement

Many druids or rangers find themselves with the appropriate requirements to become wavekeepers, but not all necessarily hear that call. Those who do wander the ocean depths, delighting in their endless variety. The newly initiated wavekeeper learns the secrets not just of the flow of life in animal and plant but in the very currents of the ocean as the seas open their secrets to him.

As you advance in this prestige class, you should enable yourself to effectively use your magical prowess in all forms, so don't hesitate to take the Natural Spell feat. Additionally, though this class doesn't grant much in the way of additional wild shape advancement, you could take an extra level or so of druid in order to secure this ability, for the sea is full of dangerous creatures whose forms you can emulate.

Resources

Though you might have to do some convincing, other wavekeepers will assist you in endeavors where you can demonstrate that the failure of your quest could result in damage to the seas and the way of life therein. Members of the Circle Beneath the Waves in particular are likely to assist where they can. Such allies are a very good resource

for spellcasting and are likely to perform spellcasting for wavekeepers for a reduced price, or even for free if the need is great.

Most undersea civilizations give at least grudging respect to the wavekeepers and their kin—they recognize the importance of the keepers in the balance of the undersea world, but the keepers are also notorious for coming to undersea civilizations and making demands of them, for the good of the ocean itself. As such, wavekeepers are likely to receive minor assistance or at least partial cooperation from aventi, merfolk, aquatic elves, locathah, sahuagin, and other undersea peoples, but this is likely to be given with some measure of hesitation. Many aquatic folk have learned to tread carefully around the wavekeepers and their demands.

WAVEKEEPERS IN THE WORLD

The wavekeeper fills the role of a druidic defender of the wilderness for the oceanic realms. They excel in a variety of roles in the campaign, from concerned druids sympathetic to PC aims to crazed, feral spellcasters who oppose all civilizations and intermixing between land and ocean peoples. If you need a druid to come to the PCs asking for help with a threat to the seas, or a reliable guide through lonely and perilous ocean grottoes, or a dangerous menace with vast resources at his beck and call, the wavekeeper fits the bill perfectly.

Organization

Though not all wavekeepers belong to the Circle Beneath the Waves, all acknowledge the Circle as the source for the secrets that make up their power. The Circle Beneath the Waves is dedicated to the defense of the maritime realm. The circle itself is part of the larger over-arching druidic organization, the subaquatic branch of that much larger tree.

The Circle Beneath the Waves is divided into three smaller groups. The People of the Green Waters hold the concerns of the shallow seas as their own, especially where those waters are influenced and possibly endangered by land-dwelling civilizations. The People of the Blue Waters hold the mid-depth seas as their concern, watching the civilizations of the open ocean, as well as assisting the People of the Green Waters where they can. The People of the Black Waters hold the deepest, lightless trenches and depths of the ocean as their concern. It is the least well-known branch of the circle and sometimes mistrusted by the others.

The Circle Beneath the Waves includes druids of many aquatic races. The People of the Green Waters are made up primarily of shoal halflings, locathah, and merfolk as well as a number of surface-dwelling druids who have taken various coasts and islands as their protectorate. The People of the Blue Waters tend to be made up of aventi and aquatic elves, with a few merfolk, malenti, ixitxachitl, and seafaring druids among them. The People of the Black Waters are made up of many strange beings, with sahuagin in the majority, followed by aventi, outcast aquatic elves, and strange merfolk.

A trio of powerful wavekeepers, one representing each of the peoples, leads the Circle Beneath the Waves. These three Keeper Hierophants, called the Green Keeper, the Blue Keeper, and the Black Keeper, do not rule but rather speak on behalf of their respective factions—a representative who ceases to speak for his or her faction in order to pursue a personal agenda soon finds himself or herself replaced. These three do not serve for any particular time and can be replaced with a majority vote of the people they serve.

Daily life as a member of the circle isn't very different from that of the average druid. The Circle's influence is unobtrusive and subtle—members of a people meet with one another informally all the time and take their opinions to the Keeper Hierophant of their group. The three Keeper Hierophants meet once a season to discuss the goings-on in their respective domains.

NPC Reactions

Undersea natives tend to treat wavekeepers with some degree of deference, for the keepers make many sacrifices to keep the oceans and the life within them healthy and free from harm. As such, most aquatic folk are Indifferent or Friendly to wavekeepers. Surface-dwellers who know of the wavekeepers are much more fearful of them, blaming them (often wrongly) for shipwrecks and sea monster attacks; sailors and seafarers are usually unfriendly to wavekeepers.

WAVEKEEPER LORE

Characters with Knowledge (religion) or Gather Information can research wavekeepers to learn more about them.

DC 10: There are stories of strange druids who dwell in the depths of the ocean. Some say that they maintain benevolent watch over sea-creatures in their area; others claim they are terrible reavers who use the powers of the ocean to indulge their own whims.

DC 15: It is said that some of these aquatic druids can command the waters the way other druids control plants, and that they are always accompanied by gigantic sea predators ready to do their bidding. Each of them maintains a protectorate, which some defend with honor and fairness and others with viciousness and cruelty.

DC 20: These druids belong to an order called the Circle Beneath the Waves, drawn from the various aquatic races as well as a few druids from surface-dwelling races. They gather occasionally to discuss events in their protectorates.

DC 30: The Circle Beneath the Waves is led by three so-called Keeper Hierophants, one for each branch of

the circle: the People of the Green Waters (who deal with aquatic areas near land), the People of the Blue Waters (who deal with the open sea, away from land but relatively near the surface), and the People of the Black Waters (who deal with those abysses of the ocean that are never touched by light).

WAVEKEEPERS IN THE GAME

Any druid encountered near an aquatic environment might turn out to be a wavekeeper. Wavekeepers make excellent NPC allies for parties who find themselves near the ocean frequently and excellent NPC mentors for PC druids with a focus on the aquatic environment.

Sample Encounter

Though many wavekeepers tend toward aloofness or at best wary friendliness to surface dwellers, there are many—especially among the People of the Black Waters—who are actively malevolent.

EL 12: The PCs are called upon to investigate a series of ships mysteriously sinking just outside a small port town. A wavekeeper has discovered that the town's newfound shipping prosperity has led many sea creatures to abandon their normal migration pattern and feed on refuse and runoff from the harbor. He knows that if ships risk being sunk when they come into the harbor, they will avoid the town and return the harbor to its normal condition, solving the problem.

ADMARIN OF THE BLUE WATERS **CR 12**

Male merfolk druid 7/wavekeeper 4
N Medium humanoid (aquatic)
Init +2; **Senses** Listen +7, Spot +7
Languages Aquan, Common, Elven, Ixitxachitl

AC 18, touch 13, flat-footed 15
hp 78 (11 HD)
Resist +4 against spell-like abilities of fey
Fort +11, **Ref** +6, **Will** +12

Speed 5 ft. (1 square), swim 80 ft. (16 squares); woodland stride
Melee +2 *frost spear* +11/+6 (1d8+2/×3 plus 1d6 cold)
Base Atk +9; **Grp** +9
Atk Options Power Attack, Swim-By Attack, wave master 2/day
Special Actions wild shape 3/day (7 hours)
Combat Gear *pearl of power* (1st-level spell), *wand of cure moderate wounds* (25 charges)
Druid Spells Prepared (CL 10th; 1d20+11 to overcome SR):
5th—*animal growth* (DC 18), *blackwater tentacle** (DC 18)
4th—*cure serious wounds*, *ice storm*, *rusting grasp* (+9 melee touch)
3rd—*call lightning* (DC 16), *greater magic fang* (+2), *poison* (DC 16), *protection from energy*
2nd—*barkskin*, *bull's strength*, *pressure sphere** (DC 15), *resist energy*, *water breathing*
1st—*calm animals* (DC 14), *cure light wounds*, *entangle* (DC 14), *speak with animals* (2)
0—*detect magic*, *detect poison*, *flare* (DC 13), *guidance*, *light*, *mending*
*New spell described in Chapter 6
Spell-Like Ability (CL 4th):
1/day—*water breathing*. The effect has twice its normal duration.

Abilities Str 10, Dex 16, Con 14, Int 14, Wis 16, Cha 10
SQ animal companion, link with companion, masterful swimmer, mastery of breath, mysteries of the sea, resist nature's lure, share spells, trackless step, wild empathy +7 (+3 magical beasts), wild shape 2/day (6 hours)
Feats Craft Wand, Natural Spell, Power Attack, Rapid Swimming*, Swim-By Attack*
*New feat described in Chapter 4
Skills Concentration +12, Diplomacy +2, Handle Animal +4, Heal +8, Hide +5, Knowledge (nature) +11, Listen +7, Move Silently +5, Spellcraft +7, Spot +7, Survival +16, Swim +16
Possessions combat gear plus +2 *shell armor of buoyancy*, the *Blackwater Lance (+2 frost spear)*, 2 small gems (12 gp each)

Mastery of Breath (Ex) Admarin can breathe water and air interchangeably.
Mysteries of the Sea Admarin adds the spells of the Blackwater domain (see page 109) to his class spell list.
Wave Master (Su) Admarin, when near a body of water, can focus a rush of water at a creature within 30 feet that either deals 4d6 points of nonlethal damage (Reflex DC 15 half) or performs a bull rush maneuver on the target at a +12 bonus.

SHARK ANIMAL COMPANION **CR —**

N Large animal (aquatic)
Init +3; **Senses** blindsense 30 ft., keen scent, Listen +8, Spot +8

AC 22, touch 13, flat-footed 18
hp 71 (13 HD)
Resist evasion
Fort +9, **Ref** +12, **Will** +5 (+9 against enchantment effects)

Speed swim 60 ft. (12 squares)
Melee bite +13/+8 (2d6+7)
Space 10 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +16
Atk Options Power Attack, Swim-By Attack

Abilities Str 20, Dex 18, Con 13, Int 1, Wis 12, Cha 2
SQ 4 bonus tricks
Feats Alertness, Improved Natural Attack, Power Attack, Swim-By Attack*[B], Weapon Focus (bite)
*New feat described on page 94
Skills Listen +8, Spot +8, Swim +12

Illus. by D. Griffith

Long sea voyages are among the most technically challenging endeavors to be found in a typical D&D world. A sailing ship is a highly sophisticated machine with hundreds of vital parts, requiring tremendous expertise in its construction and operation. Navigation is an advanced science that requires knowledge of geometry, mathematics, optics, and astronomy. While almost anyone can lash together a raft to cross a river, building a vessel that can cross an ocean is a much more difficult proposition.

Similarly, adventuring in seafaring or aquatic environments requires a good deal of specialized knowledge and training. Characters who lack the ability to handle their own ship must rely on NPC experts to take them where they want to go or employ to magic in order to overcome this limitation.

MARINE SKILLS

The following section discusses new uses for the skills described in the *Player's Handbook*. Unless otherwise noted, there are no special requirements for the new skill uses described here. The following section also includes expanded lists of sample skill DCs for more typical skill uses that might occur in a campaign set on or in the seas of the world.

There are two key skills for travel on board ships: Profession (sailor) and Knowledge (geography). Profession (sailor) covers all aspects of shiphandling—maneuvering close to the wind, steering through a storm, passing through hazardous waters such as crossing a river bar or threading one's way through ice floes. Knowledge (geography) covers the rare art of piloting and navigation—knowing where you are, where you're going, and how to get there from here.

A third skill which is almost as important is Knowledge (nature). Most skilled mariners are students of the weather and the natural patterns of the ocean. Recognizing a dangerous squall line or determining the proximity of land from the types of fish and seabirds in the area are useful applications of this skill.

SEAFARING ROLES

Depending on a ship's size and its purpose or mission, a variety of individuals can serve as members of a ship's crew. The functions of various crew members are discussed below.

Artillerist: If a ship carries any large weapons for use against other ships or shore targets, the crew includes one or more artillerists. An artillerist is

usually an expert with at least 2 to 4 ranks in Profession (siege engineer). Usually only one or two members of a weapon crew are artillerists; the rest are deckhands who simply assist by winching or handling heavy projectiles.

Depending on the ship's armament, an artillerist might be called a bombardier, cannoneer, or gunner's mate.

Boatswain: A boatswain is an experienced sailor who supervises the deckhands in performing their duties. He is also skilled in deck rigging and handling cargo—setting up cargo booms, rigging hoists to raise heavy loads over the side, lashing ships together, and other such tasks. A boatswain is usually a commoner or expert with at least 4 to 6 ranks in Profession (sailor) as well as several ranks in Climb or Use Rope. However, some barbarians from seafaring societies make excellent boatswains. Large ships often have a chief boatswain and a number of junior boatswains who answer to him.

Boatswain is often abbreviated (and pronounced) bos'n or bosun.

Captain: A ship's captain is usually an experienced sailor, navigator, and commander. There is a good deal of overlap between captain and master; generally, a master is someone who owns the ship she commands, while a captain is someone who does not. A ship might sail with both a captain and a master, in which case the master generally permits the captain to exercise command and only intercedes if she feels her vessel is at risk.

Illus. by C. Appel

A barbarian seafarer

A captain is usually an expert (or multiclass expert), bard, fighter, paladin, or rogue with at least 7 to 10 ranks in Profession (sailor), 4 to 7 ranks in Knowledge (geography), 2 to 4 ranks in Knowledge (nature) or Survival, and 2 to 4 ranks in an interaction skill such as Bluff, Diplomacy, or Intimidate.

Deckhand: Most of the sailors on a large ship are deckhands—that is, able-bodied seamen who handle the ship's sails, lines, small boats, and deck maintenance as directed by their boatswains or officers. Deckhands generally are commoners, experts, or even warriors with 1 to 3 ranks in Profession (sailor) and 1 to 2 ranks in Climb and Use Rope.

Helmsman: Ships usually don't carry dedicated steersmen. Instead, deckhands who are on watch handle the helm as directed by the conning officer (whichever officer is currently in charge of keeping the ship on its course). Skill checks for the handling of the ship are generally made by the person commanding the helmsman, not the helmsman himself—although if the conning officer takes the helm himself, or if the helmsman ignores the orders of the conning officer, the person with his hands on the ship's wheel makes any skill checks associated with shiphandling.

Mage: Any vessel with a crew of more than a dozen or so is likely to carry a ship's mage—an arcane spellcaster who can help defend the ship from various natural or unnatural hazards, ranging from pirate attack to doldrums. Useful magic for making quick repairs or speeding a ship's voyage with a favorable wind is highly sought after, even in peaceful areas. A ship's mage is usually a sorcerer or wizard of 3rd to 6th level; warships with large crews could carry as many as half a dozen mages and apprentices.

Master: The term master can overlap with the term captain in some degree. In general, a master owns her vessel, while a captain doesn't but typically exercises complete authority over all matters of sailing, navigation, discipline, and administration of the crew.

A master is usually an expert (or multiclass expert) or rogue with at least 7 to 10 ranks in Profession (sailor), 4 to 7 ranks in Knowledge (geography), 2 to 4 ranks in Knowledge (nature) or Survival, 2 to 4 ranks in an interaction skill such as Bluff, Diplomacy, or Intimidate, and 2 to 4 ranks in Profession (merchant).

Master-at-Arms: The ship's master-at-arms is the petty officer charged with keeping order among the crew and supervising the ship's armory. If a ship carries soldiers, then officers and sergeants among the soldiers fulfill these functions. A master-at-arms is usually a warrior, barbarian, or fighter with a rank or two in skills useful to his job, such as Bluff, Diplomacy, Intimidate, or Sense Motive.

Officer: Officers supervise the crew, navigate, and function as an extension of the captain. Small merchant ships

might have no officers at all—only a master, a pilot, and a chief bosun. Larger merchants ships and most warships have officers who stand watch in the captain's stead, making sure that the ship keeps its course and avoids various hazards. The first officer is the ship's second-in-command; large ships might have a second or even a third officer, and very large ships might have even more than that.

An officer is usually an expert (or multiclass expert) with at least 4 to 7 ranks in Profession (sailor), 2 to 5 ranks in Knowledge (geography), 1 to 3 ranks in Knowledge (nature) or Survival, and 1 to 3 ranks in an interaction skill such as Bluff, Diplomacy, or Intimidate. A cleric or a ranger can also serve as an officer.

Pilot: The pilot is the ship's officer in charge of navigation. On smaller vessels, the ship's captain or master serves as its pilot, but on larger ships the pilot is one of the officers who performs her duties under the captain's supervision. A pilot is usually an expert or wizard with 4 to 7 ranks in Profession (sailor) and 4 to 7 ranks in Knowledge (geography).

It's quite common for knowledge of navigation to be a secret deliberately held only by a ship's captain and officers. (Without the ability to find their way home across the seas, crews are much less likely to mount a successful mutiny.)

Prelate: The ship's prelate (or ship's chaplain, or priest) is a divine spellcaster who advises the captain, lends his healing skills to the crew, and uses divine magic to protect the ship from hazards and assist in battle. Prelates are normally carried only on ships of moderate or greater size; small ships might have a speaker or acolyte who represents the most prevalent faith on board, but that person might or might not actually have a level in a divine spellcasting class. Warships often carry more prelates because of their usefulness in battle. A typical prelate is a cleric of 2nd to 5th level.

Surgeon: The officer who treats injuries and wounds. Small ships rarely carry a surgeon, but even a small crew has at least one or two members who have a couple of ranks in the Heal skill. A ship's surgeon is usually an expert with 4 to 7 ranks in Heal, but it's not uncommon for clerics, favored souls, healers, or even druids to fill this billet.

Windsinger: In some seafaring societies, a ship's crew is not complete without a windsinger—a character whose spells can soothe or command the winds. A windsinger is usually a bard or a druid, but sorcerers and wizards can fill this job as well, provided they know the right spells. The windsinger's duties are generally not as militant or officious as a ship's mage or ship's prelate; few ships carry all three. Windsingers help ships avoid battles, not win them, and they often serve as spokesmen for the crew. . A windsinger is usually a bard or druid of 3rd ro 6th level with several ranks in Profession (sailor) and Knowledge (nature).

BALANCE

Boats and ships offer clumsy characters a variety of ways to fall. Many characters who spend time on or around boats pick up a rank or two in Balance, simply because you never know when your life could depend on it.

Difficult Surfaces: Some of the more common difficult surfaces found in seafaring environments include the following:

Green Water: A ship's deck that is washed by a violent wave that covers the deck to a depth of 1 foot or more.

Heeling Deck: A ship that is heeling over (the deck is sloped sharply due to the way it's running with the wind or the ship's maneuvers) is the same as a sloped floor; see page 67 of the *Player's Handbook*.

Roll, Heavy: A ship that is violently rolling from side to side, as opposed to simply heeling in one direction and staying there.

Sargasso: Floating mats of seaweed come in two varieties: light and heavy (see page 19). Only those who are truly light of foot can remain standing on light mat sargasso, but heavy mat sargasso is thick enough to support anyone walking with a little care.

Surf: Moving water between 1 foot (light surf) and 4 feet deep (heavy surf); see page 17.

Yardarm: The horizontal spar suspended from a ship's mast. Deckhands taking in or setting sails generally stand on sturdy lines below the yardarm and lean into the yardarm for support; walking on top of a yardarm is a real stunt, since there isn't anything to brace against.

Difficulty Modifiers: Wet decks and icy decks are treated just as lightly slippery and severely slippery surfaces, as described in the Balance skill on page 67 of the *Player's Handbook*.

Underwater: Characters attempting to balance on things while completely submerged have a much smaller chance of falling off, simply because water resistance gives one an opportunity to correct for a mistake.

Check Modifiers: Characters can reduce their odds of losing their footing by bracing themselves with their hands or body. For example, characters reefing a sail often have to edge out on the yardarm while standing on a rope, a DC 20 Balance check. However, the character can brace herself with both hands while sliding along the rope, gaining a +10 bonus on the Balance check.

Narrow or Difficult Surface	
Heeling deck	DC 10
Sargasso, heavy mat	DC 10
Surf, light	DC 10
Roll, heavy	DC 15
Surf, heavy	DC 15
Yardarm	DC 15
Green water	DC 20
Sargasso, light mat	DC 30

Difficulty Modifiers	
Wet deck	DC +2
High winds	DC +2
Icy deck	DC +5
Severe motion	DC +5
Underwater	DC –10

Check Modifiers	
Body brace	+5
One-hand brace	+7
Two-hand brace	+10

CLIMB

Most climbing in seafaring games takes place on or around ships. Characters scramble up into rigging, sahuagin clamber up the sides, and stealthy rogues can creep up anchor chains while a ship is in harbor.

Anchor chain	DC 5
Ship's rigging	DC 5
Ship's hull	DC 20

CRAFT

Many craft skills are required to fabricate various parts of a ship—carpentry for the hull and masts, blacksmithing for the iron fittings and nails, sailmaking for the sails, even ropemaking for the thousands of feet of hawsers, stays, and line necessary to rig the ship correctly. However, small craft such as canoes, rafts, and skiffs are all covered under Craft (boatbuilding).

A boatbuilder can handle any vessel of Huge size or smaller, although a single boatbuilder working on a ketch or launch of Huge size might take six months or more to finish the work. Building a larger ship requires the skills of a shipwright (see Knowledge). The chief difference between a shipwright and a boatbuilder is that the boatbuilder rarely works off of any sort of plans, instead using various rules-of-thumb and his own skilled eye to build a serviceable vessel.

Some sample Craft DCs for rafts and boats that can be created with the Craft (boatbuilding) skill appear below.

Crude raft	DC 5
Dugout canoe	DC 8
Coracle	DC 10
Well-made raft	DC 10
Skiff	DC 12
Launch	DC 15
War canoe	DC 18
Pinnace	DC 20

FORGERY

In places where travel, trade, and war at sea are commonplace, governments naturally develop various licenses, letters, and documents in order to regulate and administer the activities of those who travel by sea. A skilled forger can be a valuable asset, especially for a captain or crew who wish to pass off a stolen ship as their own vessel.

Some common nautical documents you might want to forge include the following:

Bill of Sale: If you are in possession of valuable property you didn't pay for, you can forge a bill of sale to make it appear that you bought and paid for the property legally.

False Chart: You can falsify a chart in order to lead someone using it into dangerous waters or to hide the location of something you don't want that person to find. The navigator making use of your phony chart is entitled to a Knowledge (geography) check (DC equal to your Forgery result) to detect the chart's false nature; if the navigator's check fails, she accepts your chart as genuine (and takes a significant penalty on any course setting she attempts based on your false chart; see page 86).

Letter of Marque: A letter of marque is a document issued by a government that gives a private citizen the right to attack that government's enemies at sea and confiscate their property. It's often a thin veneer legalizing piracy against the ships of a particular kingdom or realm. Your fake letter of marque testifies that you have been given the right to attack certain ships.

Manifest: A manifest lists the cargo and passengers for your current voyage. If you have something you really don't want to declare to the customs officers, a fake manifest could be helpful (although it's more common to just omit to list all your cargo on your real manifest).

Owner's Papers: Most civilized kingdoms require a ship to carry papers naming its owner, home port, or licenses for special trades, if any. You might find it convenient to draw up convincing facsimilies of these documents as you need them, instead of dealing with time-consuming and costly paperwork.

HANDLE ANIMAL

Clever animals with natural swimming ability offer a unique way for a human to accomplish tricky work in water. Creatures such as porpoises or seals can swim faster and stay submerged far longer than a human can.

Many animals don't need to be taught to swim. Obviously, any creature with a natural swim speed is perfectly at home in the water. Animals without swim speeds might simply be inclined to swim or disinclined to swim. Chimpanzees, for example, detest water and just don't like to swim. Most dogs, by contrast, take to water with enthusiasm and will likely carry out commands such as fetch or come even if they must swim in order to comply. The swim trick described below is only necessary for animals that otherwise would avoid entering water.

Trick: In addition to the tricks described in the *Player's Handbook*, the following tricks are potentially useful in a marine setting.

Dive (DC 15): The animal dives into water as you direct, possibly from heights far above what it would normally attempt. The animal can also swim underwater even if it normally would not do so.

Jump (DC 15): The animal performs a jump as you direct—either a long jump or a high jump. Swimming animals perform these jumps in water, while landbound animals perform these jumps on land.

Swim (DC 15): The animal enters water and swims as you direct or in the pursuit of accomplishing another trick. Most animals don't need to be taught the swim trick; this is only used for teaching an animal to swim that otherwise would not be inclined to do so.

Purpose: General purposes that might be useful in a marine setting include the following.

Fishing (DC 20): An animal trained for fishing knows the following tricks: attack, come, dive, down, fetch, and seek. Diving birds such as cormorants are excellent fishers and are trained to fish on command in some lands.

Messenger (DC 15): An animal trained as a messenger knows the following tricks: come, fetch, seek, and track. Animal messengers can be fitted with small canisters or harnesses to carry short written messages.

Rescue (DC 20): An animal trained for rescue knows the following tricks: come, defend, dive, fetch, seek, and work. Strong swimmers such as porpoises can be trained to aid humanoids in water.

JUMP

Fast swimmers can hurl themselves entirely out of the water in order to leap over a horizontal barrier such as a net, dock, or jetty; to reach a target high over the water; or (in the case of creatures that can both swim and fly) to launch themselves into the air.

Some fish and aquatic animals are skillful jumpers and routinely use this tactic to escape predators, avoid obstacles, or surprise prey. Others simply lack the inclination. Barracudas have been known to throw themselves into boats and viciously bite, while sharks rarely do so.

Creatures with swim speeds use their swim speed to determine their Jump skill modifier for jumps made in water, gaining a +4 bonus for every 10 feet by which their swim speed exceeds 30 feet. If their swim speed is less than 30 feet, they take a –6 penalty for each 10 feet by which it falls short of 30 feet. For example, a creature with a swim speed of 50 feet has a +8 bonus on Jump checks made from water. Creatures without swim speeds generally can't make jumps out of water.

Long Jump: Crossing a horizontal distance in the air requires a long jump, just as described under the Jump skill in the *Player's Handbook*.

High Jump: A swimming high jump works much like the high jump described in the Jump skill description, except that there is a –10 penalty for executing this jump in water. The height you reach measures the distance you get between the water and your feet (or tail, as the case may be). If you achieve a negative result, you don't actually get completely out of the water. For example, if your result is a –4, your jump distance is –1 foot—which means that all your body except for the last foot of your body length gets out of the water, at least for a moment.

Launch into Air: With a successful high jump that gets you entirely clear of the water (a result of 0 feet or better), you can begin flying at an elevation of 5 feet (presuming you have a fly speed).

KNOWLEDGE

Several aspects of the Knowledge skill are vitally important to characters who venture out on the seas of the world. Ranks in a Knowledge skill measure more than just the store of trivia a character has access to; they also measure a character's study in a specific field of technical expertise.

Knowledge (Architecture and Engineering)

This skill encompasses the science of naval architecture, ship design, and construction techniques for large vessels. To some extent it overlaps Craft (boatbuilding), but boatbuilding is the skill used to build small craft—vessels of size Huge or smaller. Building ships of Gargantuan or Colossal size requires a shipwright, not a boatbuilder, and Knowledge (architecture and engineering) is the signature skill of a shipwright.

Large vessels exceed any normal application of the Craft skill, since they represent the collaboration of dozens or even hundreds of specialists, none of whom possess all the skills necessary to build a ship alone (unlike the boatbuilder, who must know at least a little bit about many related skills such as ropemaking, sailmaking, carpentry, and even ironwork). Instead of having each specialist make separate Craft checks to fabricate individual components of a ship, the chief shipwright simply makes Knowledge (architecture and engineering) skill checks to successfully design and oversee the building of a large vessel.

The DC of your shipbuilding check varies with the ship you're trying to build and the craftsmen and materials you have on hand. The materials required to build a ship are equal to half the ship's indicated price (see Chapter 5); in addition, you must pay the shipyard workers an amount equal to one-quarter of the ship's indicated price.

Shipbuilding DCs

Ship	DC	Yard Size	Build Time
Longship	10	Small	2 months
Knorr	10	Small	3 months
Cog	12	Small	3 months
Junk	12	Small	3 months
Caravel	15	Small	3 months
Dhow	15	Small	3 months
Galley	15	Medium	4 months
Trireme	18	Medium	8 months
Dromond	20	Medium	6 months
Elven wingship	22	Medium	8 months
Greatship	22	Large	15 months
Ironclad	25	Large	18 months
Theurgeme	25	Medium	8 months

Check Modifiers	
Poor work force	–2
Terrible work force	–5
Poor materials	–5
Rush job	–5 per month
Minor magical assistance	+5
Major magical assistance	+10

DC: The DC of the Knowledge (architecture and engineering) check to oversee the successful construction of the ship in the normal build time. You can take 10 on this check. You need not be present every day, but you must spend at least one full work day out of every four to oversee the shipbuilding process.

Yard Size: The size of the shipyard necessary to build the ship. You are assumed to have a sufficient labor force of skilled craftsmen dedicated to working on the ship. If the workforce is shorthanded or lacking in skill, take a –2 on your check. If the workforce is extremely shorthanded or completely unskilled, take a –5 penalty on your check. If you have to build your ship from substandard materials, take a –5 penalty on your check.

Build Time: The amount of time it takes to complete your ship. If you choose to take 20 with your skill check, double the build time. If you're trying to complete the vessel as a rush job, take a –5 penalty on your shipbuilding check per month you attempt to cut off the normal build time (no vessel can be reduced to less than one-third the normal time).

Magical Assistance: Use of the proper spells or monsters with especially useful characteristics (for example, a giant) adds a significant bonus on your shipbuilding check. The spellcaster or monster helping you must be on hand at least half the time to give you the bonus. In general, spellcasters must have access to spells of 4th level or better (or a monster must be CR 7 or higher) to count as major magical assistance.

Check: Make a Knowledge (architecture and engineering) check at the end of the specified build time (or sooner, if you're rushing). On a successful check, the ship is ready in the appropriate time.

If you miss your check by 5 or less, you fail to complete the vessel on the anticipated schedule. Add one month to the construction time, and check again at the end of the month; if you fail by 5 or less again, you have hit another delay.

If you miss your check by 10 or more, the ship is poorly built, and its inherent modifier to Profession (sailor) checks is 5 points worse than the norm for a ship of that type. Fixing a poorly made ship requires rebuilding it, but the build time is reduced by half. If you fail your shipbuilding check to rebuild a poorly made ship, you can't fix it; it will always be poorly made.

Knowledge (Geography)

The absolutely crucial tasks of navigation and piloting fall under the description of Knowledge (geography). While Profession (sailor) covers the maneuvering and handling of a ship, the science of navigation requires a distinctly different set of training—mathematics, geometry, optics, and astronomy, among other fields.

Navigation revolves around two basic tasks: course setting and piloting.

Course Setting: When you set out on a voyage, you need to know how to get where you're going. The difficulty of setting an accurate course depends on the quality of information you have about where you're going:

The DM makes this check for you, since you don't know for certain if you have planned an accurate course.

Close and very familiar	DC 5
Distant and very familiar	DC 10
Close and studied carefully	DC 10
Distant and studied carefully	DC 15
Close and seen once	DC 20
Distant and seen once	DC 25
Close but uncertain	DC 25
Distant and uncertain	DC 30
Mythical or legendary	DC 35

DC Modifiers	
Start point well known	+0
Start point uncertain	+5
Start point only guessed at	+10
Start point completely unknown	+20

Check Modifiers	
Excellent chart	+2
Poor chart	–2
Extremely poor chart	–5
False chart	–10

You make a course setting check when you begin a voyage, and anytime you realize that you have gotten lost and need to determine a new course to follow to reach your destination.

If you fail your course setting check by 5 or less, you arrive in the vicinity of your destination; for close voyages, you miss by 5d10 miles; for voyages to distant points, you miss by 5d100 miles.

If you fail your course setting check by more than 5, you are wildly off course. On a close voyage, you miss by 10d10 miles; on a long voyage, you miss by 10d100 miles.

Piloting: Piloting is the art of not getting lost and determining where you are in relation to your intended course, so that you can make corrections as necessary. Piloting actually involves a variety of related techniques: celestial navigation, dead reckoning, and true piloting—using landmarks on shore to establish your position.

Each day of your voyage, you make a piloting check to establish your position and make the routine corrections necessary to hold to your intended course. The DC of this

check depends on the methods available to you; on open ocean with cloudy skies, you have no landmarks and no celestial bodies to observe.

Very familiar coast in sight	DC 5
Coast studied carefully in sight	DC 8
Coast seen once in sight	DC 13
Unknown coast in sight	DC 15
Open ocean, clear weather	DC 17
Open ocean, poor visibility	DC 25
Open ocean, stormy weather	DC 30
Open ocean, gale or hurricane	DC 40

DC Modifiers	
One previous missed check	+2
Two previous missed checks	+5

Failing your piloting check once is not a problem; you simply failed to establish your location for the day. You can go back to your previous day's established position and estimate your current position given the course and speed you think you've followed since. You do not become lost until you fail your piloting check on three consecutive days.

Being lost at sea is much like being lost on land; see page 86 of the *Dungeon Master's Guide* for details.

Knowledge (Nature)

This skill is useful in helping to predict the weather—something any mariner' s life might depend on. While predicting the weather is an aspect of the Survival skill, ranks in Knowledge (nature) provides a synergy bonus to Survival checks.

LISTEN

Water is a better conductor of sound than air; sound waves propagate faster and attenuate less over distance. However, land creatures don't necessarily hear well underwater, because it's very difficult to establish direction and discriminate the components of a sound if your ears are intended for hearing through air, not water.

Background Noise: Adventurers in or around water often have to contend with significant background noise—the sound of the surf, the slap of water on a boat's hull, the rush and break of wavelets even in calm waters, or the rushing of a river or stream. If either the listener or the origin of a sound is in an area of background noise, the DC of any Listen checks increases as shown below. Sounds that pass over or through such conditions are also affected.

Check Modifiers: Sound carries through water extremely well; penalize the listener's Listen check by –1 per 30 feet instead of –1 per 10 feet for sounds transmitted through water. Sound also carries well *over* water (for example, a person on shore shouting to someone on a boat); penalize the Listen check by –1 per 20 feet instead of the normal increment of –1 per 10 feet.

For purposes of this list, a land creature is a creature that does not possess a swim speed or the aquatic subtype.

Listen DC Modifier	Condition
+5	Listener or sound in light sea or moderate river
+10	Listener or sound in light surf, moderate sea, or loud river
+15	Listener or sound in heavy surf or thundering river

Check Modifier	
–1	Per 30 feet of distance underwater
–1	Per 20 feet of distance over water
–10	Land creature underwater

PROFESSION (SAILOR)

This skill covers a broad variety of tasks and training, ranging from routine jobs such as steering, setting sails, and dropping or raising anchor to smart shiphandling, tactical maneuver, and handling a ship in a storm.

Characters with only 1 or 2 ranks in Profession (sailor) are simple deckhands—competent to work as part of a crew and handle jobs such as reefing sails, manning the helm under the direction of a commander, and generally make themselves useful.

Characters with 3 to 7 ranks in Profession (sailor) are petty officers, officers, or technical experts such as boatswains.

Characters with 8 or more ranks in Profession (sailor) are expert shiphandlers. They know how sails should be set for current winds. They can handle tricky tasks of piloting such as crossing a river bar. And they are skilled at tactical maneuvers in battle such as executing or avoiding a ramming attack, bringing a ship alongside for boarding, and using the weather gauge ability (see page 57) to remain at range, rake an enemy's bow or stern, or fall away from action.

Check: Steering a ship in good weather conditions with sufficient crew requires no skill check. However, adverse conditions might require you to make skill checks every round, minute, or hour to keep your ship on course and out of danger.

Any Profession (sailor) checks you make to control or navigate a vessel require a full watch or complement of able-bodied crew. If your ship is undermanned, modify the DCs given below as follows:

Less than full watch section	DC +5
Less than half watch section	DC +10
Less than quarter watch section	DC +15

Foundering: Your vessel is at risk of foundering when you are in high winds, heavy seas, or rough surf (see Chapter 1). Check for foundering once per day, or once per hour in high winds or storms, or once per minute in heavy surf. Add your vessel's seaworthiness modifier to foundering checks.

Foundering in strong winds or light surf	DC 5
Foundering in severe winds	DC 10
Foundering in windstorm/gale or heavy surf	DC 15
Foundering in hurricane or very heavy surf	DC 20
Foundering in dire gale	DC 28

If you fail a foundering check, your ship begins to sink.

Sailing in High Winds: Keeping control over a vessel in powerful winds requires a check (see Wind Strength, page 22). Add your vessel's seaworthiness modifier to your check.

If you fail your Profession (sailor) check in dangerous winds, your ship is driven before the wind, but you can retry your check in 1 hour or when the wind drops.

Sail or row in severe winds	DC 20
Sail or row in windstorm or gale	DC 30

Steering in Fast Currents: Handling a vessel in fast-moving waters requires a Profession (sailor) check modified by your vessel's shiphandling modifier. Check once per round. If you fail to steer a vessel through rough waters or vigorous currents, your speed falls to zero and you are simply swept along with the current, unable to turn or avoid obstacles until you regain control.

Steer in vigorous current	DC 8
Steer in dangerous current	DC 18
Steer in irresistible current	DC 28

Rivers with fast-moving water also create surflike conditions that might swamp or overturn your vessel, even if you are steering successfully. A vigorous current is treated like light surf; a dangerous current is equal to heavy surf; and an irresistible current is equal to very heavy surf. See Foundering, above.

RIDE

Warriors of several aquatic races sometimes make use of aquatic mounts such as sharks, porpoises, or hippocampi. Even humans or other landbound humanoids have been known to ride surface-swimming creatures into battle. In general, all the rules for using the Ride skill to control landgoing mounts apply to aquatic mounts, but it's tougher to stay on an aquatic mount; the resistance of the water means that a fast-swimming

Illus. by M. Phillippi

Soveliss rides his mount into a river

mount can easily leave its rider flailing in the water behind it.

Swim a horse	DC 10
Leap into water	DC 15
Change horses in mid-stream	DC 25
Ride aquatic mount underwater	DC +5

Swim a Horse: You ride your horse into the water and stay mounted while the horse swims. If you fail the check, you are no longer mounted; you and the horse are just in the water. If you fail your check by 5 or more, the horse refuses to enter the water (but you can try again next round). This usage of the Ride skill does not take an action, it's simply part of the mount's movement.

Leap into Water: You and your mount leap into water from a place where the animal can't just wade in. If you fail the check, you fall off as your mount enters the water; you are no longer mounted. If you fail the check by 5 or more, your mount balks at the edge and remains ashore while you fall into the water without it.

Ride Aquatic Mount Underwater: Staying on a fast-swimming mount underwater is difficult, because the water resistance tends to push a rider off. Add +5 to the DC of any Ride check made underwater.

SPOT

At sea, spotting another ship without being spotted yourself gives you a great advantage—you can decide whether to seek out or avoid meeting the other vessel. Assuming good visibility (daylight, clear conditions), the basic spotting distance to detect another vessel at sea depends on the height of the observer (swimming, deck, masthead, or flying) and the height of the other vessel or feature. Choose the row corresponding the observer's height of eye and the column corresponding to the size or height of the target. Peaks greater than 5,000 feet high can be seen from quite a long distance.

Swimming: The observer is swimming on the surface.

Deck Height: The observer is on a small boat such as a rowboat or small sailboat, standing on the deck of a larger ship, or hovering about 5 to 10 feet above the water.

Masthead Height: The observer is in a large ship's rigging or crow's nest, or otherwise suspended about 20 to 100 feet above the water surface.

Base Spotting Distance by Height

	Object Observed			
Height of Eye	**In Water**	**Small Boat**	**Sailing Ship**	**Hilltop or Peak**
Swimming	3d6×20 ft.	0.5 mile	1 mile	6 miles
Deck	0.5 mile	2 miles	6 miles	12 miles
Masthead	1 mile	6 miles	12 miles	25 to 50 miles
Flying	1 mile	12 miles	25 miles	100 miles

Flying: An observer at least a couple of hundred feet in the air (well above the masthead of even the largest sailing ships).

Check: The DC to spot a vessel or object at the base distance is 20. The best lookout on watch makes the check; if no specific lookout is on watch, the character with the best Spot check makes the check.

If the lookout fails to spot the target vessel at the base distance, the other vessel is automatically spotted once it closes within half the distance given (assuming no magical concealment is involved). For example, two ships normally have an opportunity to spot each other at a range of 12 miles (masthead to masthead); if one vessel fails its check, it automatically spots the other vessel when the range closes to 6 miles or less.

A swimmer encountering another swimmer or low-lying object has an encounter distance of 3d6×20 feet.

SURVIVAL

The open ocean is one of the most hostile environments in the world. Food and drinking water are extremely hard to come by; drinking seawater simply increases the rate at which dehydration kills anyone unfortunate enough to be caught out at sea without fresh water to drink, and mid-ocean waters can be surprisingly barren of fish to catch and eat.

For nonaquatic creatures, surviving in the open ocean without stores of food and water requires ingenuity and more than a little luck—a passing rainstorm for drinking water, a seabird or unlucky flying fish for food.

DC	Task
20	Get along on the sea without provisions. Provide food and water for one other person for every 2 points by which your check result exceeds 20.

NAUTICAL MILES AND KNOTS

A nautical mile is 2,000 yards, or 6,000 feet—a little longer than a statute mile of 5,280 feet. A nautical mile equals 1 minute of 1 degree of latitude—so 1 degree of latitude is equal to 60 nautical miles. However, this measurement naturally refers to the dimensions of the Earth; a fantasy world might have very different proportions (for that matter, it might not even be round!) For a D&D game, it's easier if a mile is a mile.

A knot is a measurement of speed equal to one nautical mile per hour. You don't need to say "per hour" after the word "knot," since the time measurement is part of the term. A ship might be making 6 knots, but it isn't going 6 knots per hour. The term "knot" refers back to the days when navigators measured a ship's speed by using a length of knotted line in the water to gauge how fast the ship was traveling.

SWIM

Naturally, the ability to swim and to swim well is a very useful skill for adventures in which you might go into the water at any moment.

Diving: Characters who dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. Water 30 feet deep is sufficient for a dive from any height. However, the DC of the check increases by 5 for every 50 feet of the dive. The table below summarizes these rules:

Dive Height	Min. Safe Depth	DC	Damage for Failed Dive
10 ft.	10 ft.	15	None
20 ft.	10 ft.	15	None
30 ft.	10 ft.	15	1d3 nonlethal
40 ft.	20 ft.	15	2d3 nonlethal
50 ft.	20 ft.	20	2d3 nonlethal + 1d6
60 ft.	20 ft.	20	2d3 nonlethal + 2d6
70 ft.	30 ft.	20	2d3 nonlethal + 3d6
80 ft.	30 ft.	20	2d3 nonlethal + 4d6
90 ft.	30 ft.	20	2d3 nonlethal + 5d6
100 ft.	30 ft.	20	2d3 nonlethal + 6d6
110 ft.	30 ft.	25	2d3 nonlethal + 7d6
120 ft.	30 ft.	25	2d3 nonlethal + 8d6
160 ft.	30 ft.	30	2d3 nonlethal + 12d6
210 ft.	30 ft.	35	2d3 nonlethal + 17d6
240 ft.	30 ft.	35	2d3 nonlethal + 20d6[1]

1 Maximum falling damage.

If the water is not deep enough for a safe dive, add 5 to the DC and treat your dive or fall as 30 feet higher than its actual height on the table above.

Extra Breath: As a move action, you can prepare yourself for a long submergence with some careful breathing. On a successful DC 15 Swim check, you can add 4 to the number of rounds you could otherwise hold your breath, provided you start to hold your breath immediately after making the check.

An aquatic elf puts the Aquatic Shot feat to good use

Illus. by J. Thomas

FEATS

Characters who spend a lot of time in or around the water often learn special talents to help them master their environs. The Athletic feat improves a character's Swim check; the Endurance feat helps a character to survive long immersion and resist drowning. Blind-Fight is useful, especially in lightless subterranean waters, and Natural Spell allows a druid to cast spells while in a form that lacks hands or even forelimbs.

In addition to the feats found in the *Player's Handbook*, a number of new feats described here can be quite useful to characters who expect to adventure in or around water

AQUATIC SHOT

You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.

Prerequisite: Point Blank Shot.

Benefit: You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a –2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

SWIM SPEEDS AND HEAVY LOADS

Much as flying creatures can't fly while carrying a medium or heavy load, creatures who are natural swimmers can't use their swim speed while carrying a heavy load. (Heavy armor does not necessarily constitute a heavy load.) A swimming creature that can't use its swim speed can still swim, in the sense that it can make progress through the water—but it has to make Swim checks just like a creature without a natural swim speed (although it still gets its racial bonus for having a Swim speed), and its speed is reduced by half.

Table 4–1: New Feats

Feat	Prerequisites	Benefits
Aquatic Shot[1]	Point Blank Shot	Use ranged weapons underwater more accurately
Blackwater Invocation	Ability to channel negative energy	Make water within 30 ft. radius bitterly cold
Breathing Link	Aquatic elf or water genasi, base Will save +2	Share your breathe water ability with another
Clever Wrestling	Small or Medium size, Improved Unarmed Strike	Gain bonus to escape being grappled by larger creatures
Curling Wave Strike[1]	Dex 13, Improved Trip	Gain a trip attack
Expert Swimmer	Swim 4 ranks, Endurance	Hold your breath longer, swim faster
Flying Fish Leap	Jump 8 ranks, Swim 4 ranks	Leap out of water without penalty
Great Captain	Profession (sailor) 7 ranks, Knowledge (geography) 7 ranks, Leadership	Use aid another to assist everyone aboard your ship
Landwalker	Aquatic elf	Triple how long you can stay out of water
Old Salt	Profession (sailor) 5 ranks	+1 bonus on Balance, Profession (sailor), Use Rope; predict weather
Rapid Swimming	Natural swim speed, base Fortitude save +2	Swim speed improves by 20 ft.
Sahuagin Flip[1]	Swim speed, Dex 13, Dodge	Attack then withdraw in the same round
Sailor's Balance	Profession (sailor) 4 ranks	+5 bonus on shipboard Balance checks
Sanctify Water	Cha 13+, ability to channel positive energy	Convert water within 20 ft. radius into holy water
Scourge of the Seas	Cha 15, Intimidate 5 ranks	Intimidate other ships with your sinister reputation
Sea Legs	—	+2 bonus on shipboard Balance and Tumble checks, +1 initiative
Ship's Mage	Profession (sailor) 2 ranks, Spellcraft 4 ranks	Spells you cast aboard your ship gain +1 caster level
Steam Magic	Spellcraft 4 ranks	Cast fire spells into water without Spellcraft check
Storm Magic	—	Spells you cast that affect storms gain +1 caster level
Sunken Song	Bardic music, Perform (sing) 4 ranks	Produce bardic music effects underwater
Swim-By Attack	Swim speed	Attack as you swim past your opponent
Toothed Blow	Str 13, Improved Unarmed Strike	Your unarmed strikes avoid the usual underwater penalties
Water Adaptation	Aquatic half-elf	Breathe water and air equally well, gain swim speed 20 ft.
Windsinger	Bardic music, Perform (sing or wind instruments) 5 ranks	Use bardic music to alter the wind's direction or intensity

1 A fighter can select this feat as one of his bonus feats.

Missile Weapons: You can use bows and crossbows underwater with a –2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

Aquatic Longbow: You can fire an aquatic longbow (see page 107) underwater with a range increment of 30 feet

In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water. If your weapon's range increment is different underwater than it is above the water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.

Normal: Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of –2 for every 5 feet of water they pass through. An aquatic longbow has a range increment of 10 feet underwater. A target in water has improved cover or total cover against attacks from out of the water.

Blackwater Invocation [Divine]

You can call upon negative energy to infuse normal water around you, transforming it into the dark, cold water found at the bottom of deepest ocean trenches. This feat is favored by the clerics of wicked sea gods and the masters of the deep pelagic abysses.

Prerequisite: Ability to channel negative energy.

Benefit: By expending a daily rebuke undead attempt, you can infuse the water around you for a 30-foot radius with negative energy. The water darkens and becomes bitterly cold for 10 minutes.

Those entering the water who are not protected from cold must make a DC 15 Fortitude save or take 1d6 nonlethal damage. This damage is the same kind of damage dealt by cold weather and is only taken once (as it would have to last a full hour to deal damage again). However, those leaving the area and then returning to it must make another saving throw or take further damage, since their warmed bodies are chilled once again. Those wearing warm clothing or otherwise protected from the cold (whether by any amount of resistance to cold or the *endure elements* spell) take no damage from this effect.

Additionally, those within the area of affected water gain concealment.

Those with the ability to channel negative energy are immune to the cold effects of this feat but are still subject to its concealment miss chance.

BREATHING LINK

You can allow a person adjacent to you to breathe water.

Prerequisites: Aquatic elf or water genasi, base Will save +2.

Benefit: As a free action on your turn, you can select one creature within 5 feet of you and give that creature the ability to breathe water as easily as you do. This supernatural ability renews automatically for that creature until you direct the ability to another creature or withdraw your power from it (a free action). The creature's ability to breathe water ends immediately if you are separated by more than 5 feet or if you die, at which point the creature begins to drown if it is still underwater. This ability does not hamper the creature's ability to breathe air, nor does it change the creature's ability (or inability) to swim.

Special: You can select this feat more than once. Each time you take this feat, you can affect an additional creature with this ability. All such creatures need to remain within 5 feet of you (not each other). If one creature exceeds the range of this power, its subsequent distress has no effect on the other creatures you are helping.

CLEVER WRESTLING

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is Large or larger, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size.

Opponent Size	Bonus
Large	+2
Huge	+4
Gargantuan	+6
Colossal	+8

CURLING WAVE STRIKE

Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.

Prerequisites: Dex 13, Improved Trip.

Benefit: If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe within reach at the same total attack bonus as the first trip attack. This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat). If you successfully trip a second opponent, you do not get a free attack against that opponent. You can use this feat only once per round.

Normal: A character with Improved Trip who trips an opponent in melee gets a free attack against that opponent.

EXPERT SWIMMER

You swim like a fish. You can stay underwater far longer than others of your race, and you are at home in the water.

Prerequisite: Swim 4 ranks, Endurance.

Benefit: You can hold your breath for 3 rounds per point of Constitution. You gain a +4 bonus on Constitution checks made to continue holding your breath. On a successful Swim check, you swim your land speed (as a full-round action) or half your land speed (as a move action).

Your natural swim speed increases by 10 feet, if you have a swim speed.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution before you are at risk of drowning. On a successful Swim check, you swim half your land speed as a full-round action, or one-quarter your land speed as a move action.

FLYING FISH LEAP

You can hurl yourself out of the water with ease.

Prerequisites: Jump 8 ranks, Swim 4 ranks.

Benefit: When leaping out of the water with a high jump, you ignore the penalty on the Jump check.

In addition, you can fling yourself over the surface of the water when you make a high jump, leaping laterally just as far as you leap vertically. Use the result of your high jump check to determine the distance traveled with a long jump.

Normal: Jump checks incur a –10 penalty when making a high jump out of water.

GREAT CAPTAIN

You are a master pilot and battle leader; your crew anticipates your every command and leaps to do your bidding.

Prerequisites: Profession (sailor) 7 ranks, Knowledge (geography) 7 ranks, Leadership

Benefit: If you are in command of a vessel, you can use the aid another action to assist all other persons on board who are performing the same action in the current round—for example, making an attack, making Profession (siege engineer) checks, making Profession (sailor) checks, and so forth. Commanding the vessel in combat is a move action for you.

Normal: You can only use the aid another action to assist one character at a time. Commanding a vessel in combat requires a standard action.

LANDWALKER

You can survive out of the water for a longer period of time than most of your kind.

Prerequisite: Aquatic elf.

Benefit: You can survive out of the water for 3 hours per point of Constitution. After this point you must make a Fortitude saving throw each hour (DC 15, + 1 for each previous check) or you begin to suffocate.

Normal: Aquatic elves can survive out of water for 1 hour per point of Constitution; after this point they begin to suffocate.

OLD SALT

You are an old hand at shipboard life, having mastered the myriad skills that are required of the experienced sailor. Additionally, you have an eye for the weather.

Prerequisites: Profession (sailor) 5 ranks.

Benefit: You gain a +1 bonus on Balance, Profession (sailor), and Use Rope checks.

Additionally, you can use a Profession (sailor) check to predict the weather (as described in the Survival skill on page 83 of the *Player's Handbook*).

Normal: Survival is normally used to predict the weather.

RAPID SWIMMING

You are one with the water.

Prerequisite: Natural swim speed, base Fortitude save +2.

Benefit: Your swim speed increases by 20 feet.

SAHUAGIN FLIP

You can safely attack and withdraw underwater.

Prerequisites: Swim speed, Dex 13, Dodge.

Benefit: After making a single melee attack, you can use the withdraw action (moving up to twice your swim speed) as a move action. You can only use this feat while swimming.

Normal: Withdrawing from combat is a full-round action (see page 143 of the *Player's Handbook*).

SAILOR'S BALANCE

You are experienced with the rolling decks of the ship and maintain strong footing, even in a terrible storm.

Prerequisites: Profession (sailor) 4 ranks.

Benefit: You gain a +5 competence bonus on Balance checks made while on the deck or in the rigging of a ship.

You can move across a slippery deck (see page 20) at your normal speed.

Normal: Without this feat, each square of movement across a slippery deck costs 2 squares of movement.

SANCTIFY WATER [DIVINE]

You can call upon positive energy to momentarily transform normal water around you into holy water. This feat is often learned by the clerics and paladins of sea gods, as well as aquatic clerics of all stripes.

Prerequisites: Cha 13, ability to channel positive energy.

Benefit: By expending a daily turn undead attempt, you can infuse the water around you with positive energy, which has the same effect as holy water. All creatures in a 20-foot radius around you immediately take damage as though they'd been struck directly by a flask of holy water. The water retains positive energy for a number of rounds equal to 1 + your Charisma modifier, and deals damage each round.

Creatures unaffected by holy water are similarly unaffected by this ability.

SCOURGE OF THE SEAS

You have a sinister reputation as a pirate and can intimidate enemy captains by your mere presence.

Prerequisite: Cha 15, Intimidate 5 ranks.

Benefit: You can make an Intimidate check to daunt the captain of another ship who can see you or your distinctive colors (see the rules on page 25 for sighting another ship). This is opposed by the target character's modified level check (see Intimidate on page 76 of the *Player's Handbook*). If you succeed on the Intimidate check, the target is frightened for as long as it remains able to see you and for 1d6×10 minutes afterward. A frightened character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks, and tries to flee from you as best it can. If escape is impossible (for example, due to ship damage or the loss of sails), that character will strike the ship's colors and surrender.

Even if you fail the check, the target might become shaken unless you fail by 5 or more. This effect lasts as long as the daunting effect.

SEA LEGS

You are accustomed to the rolling motion on board a ship and can use this motion to your advantage.

Benefit: As long as you are on board a ship, you get a +2 bonus on Balance and Tumble checks, and a +1 bonus on initiative checks.

SHIP'S MAGE

You form a potent supernatural bond with a ship. Your spells have a more potent effect when cast aboard this ship. Those spellcasters who possess this feat are greatly favored as ship crew.

Prerequisites: Profession (sailor) 2 ranks, Spellcraft 4 ranks.

Benefit: Add +1 to the caster level of all spells cast while you are aboard a ship that is familiar to you. In addition, spells you cast while aboard a ship that is familiar to you deal no damage to that ship.

It takes one week of living and working aboard a ship to become familiar with it. You can only be familiar with one ship at a time; the familiarity with a particular ship fades should you become familiar with another ship.

Additionally, should you remain away from the ship you are familiar with for more than a month, that familiarity fades as well.

STEAM MAGIC

You are skilled at casting fiery spells into the water, causing terrible gouts of scalding steam.

The Steam Magic feat at work

Illus. by F. Vohwinkel

Prerequisites: Spellcraft 4 ranks.

Benefit: You need not make a Spellcraft check to successfully cast spells or use spell-like abilities with the fire descriptor targeted on water (see page 93 of the *Dungeon Master's Guide*).

Normal: Casting a fire spell or using a spell-like ability targeted on water successfully normally requires a Spellcraft check (DC 20 + spell level).

STORM MAGIC

You gain a boost in spellcasting power during storms.

Benefit: All spells you cast while you are affected by a storm (either natural or magical) are at +1 caster level.

SUNKEN SONG

You can project your voice underwater.

Prerequisites: Bardic music class feature, Perform (sing) 4 ranks.

Benefit: By tremendous effort of will and sheer musical ability, you can use Perform (sing) underwater even though you cannot breathe water. This is more like a forceful humming than singing, and words are not intelligible, but you are able to produce bardic music effects. The maximum distance of such effects (where applicable) is unchanged. This feat does not help with Perform checks involving oratory or wind instruments.

Normal: You cannot use any air-dependent Perform skills underwater if you are not able to breathe water.

SWIM-BY ATTACK

You can attack in the middle of a fast pass by your opponent.

Prerequisite: Swim speed.

Benefit: When swimming, you can take a move action and another standard action (such as an attack) at any point during the move. You cannot take a second move action during a round when you make a swim-by attack.

Normal: Without this feat, you take a standard action either before or after your move, but not in the middle of your move.

TOOTHED BLOW

You are able to hammer your foes more effectively underwater.

Prerequisites: Str 13, Improved Unarmed Strike.

Benefit: When making unarmed strikes, your attacks count as piercing weapons as well as bludgeoning weapons. This allows you to avoid the penalties for using bludgeoning weapons underwater when making unarmed strikes (see Table 3–22: Combat Adjustments Underwater on page 92 of the *Dungeon Master's Guide*).

Normal: Without a *freedom of movement* effect, you take a –2 penalty on attacks with bludgeoning weapons and deal only half normal damage.

WATER ADAPTATION

You favor your aquatic elf parent and have developed the ability to breathe and move about in water easily.

Prerequisite: Aquatic half-elf.

Benefit: You can breathe water as well as air. Your swim speed improves to 20 feet.

Normal: Aquatic half-elves without this feat cannot breathe water and have a swim speed of 15 feet.

WINDSINGER

You can use song or a wind instrument to compel the winds to obey you. The bard who possesses this feat is highly favored aboard a sailing vessel; indeed, a bard who demonstrates the ability to control the wind to some degree is usually given an officer's position aboard ship.

Prerequisites: Bardic music class feature, Perform (sing or wind instruments) 5 ranks.

Benefit: By expending a daily bardic music use, you can lull the winds around a single ship into well-tamed gusts. They continue to blow into the sails of the ship as normal for their speed, but their effects on the crew are one stage in intensity less (see Table 1–2 on page 23). Thus, a strong wind affected by this ability continues to propel the ship along as normal for a strong wind, but it only affects the crew as though it were a moderate wind.

You can also alter the direction of the wind by one compass point (from north to north-west or north-east, from south-west to west or south, etc.).

These effects last as long as the bard continues to perform his bardic music, plus 10 rounds after the music has ended.

Illus. by D. Griffith

Unlike those who find themselves in the frozen wastes of the Frostfell or the lightless depths of the Underdark, adventurers who travel across or venture into water simply can't get where they're going without some type of vehicle or the use of magic. This chapter describes three basic categories of equipment relevant to aquatic adventures: vessels, weapons and accessories for vessels, and personal gear.

VESSELS

Adventurers exploring the seas or islands of the world need a good ship—a vessel swift enough to go in harm's way and sturdy enough to stand up to mighty sea monsters, terrible storms, pirate attacks, and other hazards one meets on the water. While the *Player's Handbook* describes a small number of typical vessels for river and ocean travel and provides some simple information about cost and speed, the exact characteristics of the heroes' boat or ship play a much more important role in an aquatic or seafaring adventure. This section therefore describes almost two dozen distinct ship and boat types commonly found on the rivers and seas of the D&D world.

Since *Stormwrack* has the luxury of exploring this topic at greater length than the *Player's Handbook*, the information given here supercedes the information presented in the *Player's Handbook*.

VESSEL CHARACTERISTICS

Any vehicle is an inanimate, unattended object, even if manned by hundreds of crewmembers. Since player characters usually rely on a ship to get them from place to place across stretches of water and keep them from drowning when they're in the middle of the ocean, knowing how ships are damaged and how they move is important.

Sections

Any boat or ship of Huge size or larger is not treated as a single object, but instead a composite of a number of different sections. A section is a 10-foot×10-foot×10-foot piece of a ship. Hull sections are used for recording combat damage to a ship, and serve no other purpose. A vessel 40 feet long, 10 feet in beam, and 10 feet from keel to deck has four hull sections in a line from bow to stern.

It might not always be clear exactly how a small ship might be broken up into even 10-foot cubes. Consider a hull section to be roughly 1,000 cubic feet; round partial hull sections up to 1 full hull

section. For example, a vessel 60 feet long, 15 feet in beam, and 15 feet from keel to deck has about 13,500 cubic feet, or 14 hull sections. You could treat such a vessel as 2 rows of 7 hull sections each. Each hull section would be about 7-1/2 feet wide, 15 feet tall, and about 8-1/2 feet long, if you ever needed to know exactly where each hull section was located. Remember, though, hull sections are intended to be an abstraction; a ship is not a big square block of uniform sections floating in the water.

In addition to the hull sections, any sailing ship also has a number of rigging sections. These sections might be quite large, since each one represents a mast and all its yardarms, sails, and lines. Destroying one section of a ship's rigging might damage its maneuverability, but unless the ship has only one mast, it will retain some ability to move.

Propulsion

While some crude rafts or barges might not have any ability to move under their own power, most vessels are designed to travel as their crews direct. This requires some sort of motive force—sails, oars, paddlewheels, propellers, or even draft animals. The most important types are *sails*, *oars*, or *propellers*. Some vessels have both sails and oars.

Sails: A sailing ship's speed varies with the wind conditions. As long as the vessel is steering downwind or across the wind (within 90° of downwind), its maximum speed is equal to the speed given in the vessel's statistics block multiplied by the speed multiplier for wind strength (see Wind and Weather, page 22). For example, if the wind is out of the northwest, a ship sailing northeast, east, southeast, south, or southwest can move up to its maximum speed.

A sailing ship steering within 45° to 90° of the wind—north or west, in the example given here—is reduced to half speed. Finally, a sailing ship cannot sail directly into the wind; its speed is reduced to zero if it tries to do so, although a ship can tack close to the wind and make good a course to the northwest by alternating between sailing north and sailing west, in the example above.

A sailing ship with its nose pointing into the wind isn't stuck there forever. The helmsman can "turn in place" 45° in one full round in order to fall off the wind and begin making way again.

Oars: Vessels with rowers need not worry much about wind direction. They simply move their given speed in any direction the helmsman sees fit to steer.

Oars and Sails: Some vessels have both sails and oars. The ship uses either its rowing speed or its sailing speed, as the master chooses. Changing propulsion modes requires 1 full round.

Propellers: A few rare ships are built with mechanical or magical propellers, screws, paddlewheels, or even mechanical oars. Like oared vessels, vessels driven by paddlewheels or propellers ignore wind direction.

Maneuverability

Boats and ships don't turn on a copper piece and lack anything like a brake. More than one captain has been carried to disaster by virtue of the fact that he was unable to turn his ship aside from danger in time.

Table 5–1: Maneuverability

	Good	Average	Poor
Maximum speed change	20 ft.	10 ft.	5 ft.
Reverse[1]	10 ft.	5 ft.	5 ft.
Turn	45°/30 ft.	45°/60 ft.	45°/120 ft.
Turn in place[1]	180°	90°	45°
Maximum turn	90°	45°	45°

1 Normally available only to oared vessels.

Maximum Speed Change: The maximum amount by which the vessel can change its speed (either speeding up or slowing down) in a single round. A vessel cannot exceed its maximum speed given the current wind strength and direction.

Reverse: Only oared vessels can travel in reverse. A vessel cannot go backwards unless its speed was zero in the preceding round, and a vessel moving in reverse must first come to a dead stop for 1 round before moving forward again.

Turn: How much the vessel can turn after covering the stated distance.

Turn in Place: Normally, oared vessels are the only vessels that can turn in place. The vessel must begin the round with a speed of zero to turn in place. A sailing ship can turn in place only when its speed is zero and its bow is pointing into the wind (the ship raises enough sail to fall off the wind and assume a new direction that will permit it to sail in the following round).

Maximum Turn: How much the vessel can turn in any one space.

Statistics

Each of the vessels presented in this chapter includes a short statistics block describing the vessel. A ship's statistics block includes the following entries.

Size: The size of the vehicle, using the same size categories as creatures do.

Seaworthiness: The ship's overall sturdiness. This modifier is applied to any Profession (sailor) checks the captain or master makes in order to avoid foundering, sinking, and

MANEUVERABILITY AND NARRATIVE COMBAT

If you are using the narrative ship combat rules described in Chapter 1, you can ignore all maneuverability characteristics other than maximum speed change. The narrative system assumes that the ship's master is making appropriate maneuvers to open, close, or hold the range, so it is not necessary to deal with precise ship maneuvering.

hazards that large, well-built vessels avoid more easily than small and frail ones.

Shiphandling: The ship's agility and nimbleness. This modifier is applied to Profession (sailor) checks the captain or master makes in order to avoid collisions, come about, sail close to the wind, and other situations that small, swift vessels avoid more easily than large and clumsy ones.

Speed: The ship's speed and its nautical maneuverability rating.

Wind: Sailing vessels have a base speed, which is then modified by the wind strength. For example, a ship with a speed of "wind×15 feet" has a speed of 15 feet if the wind speed modifier is ×1, 30 feet if the modifier is ×2, or 45 feet if the modifier is ×3. See Wind and Weather, page 22.

Oars: The ship's speed while being rowed.

Overall AC: The AC of the ship as a whole. Ships of Huge size or larger rarely use this, since an attacker targets a single hull section at a time when attacking a Huge or larger ship.

Hull Sections: The number of hull sections the ship possesses.

Sink: The number of destroyed hull sections necessary to sink the ship outright. A ship can sink from the destruction of a single hull section, but it is not automatic.

Section hp: The number of hit points and the hardness of each hull section.

Section AC: The Armor Class of each hull section.

Rigging Sections: The number of rigging sections the ship possesses. Generally, each rigging section is equal to one mast.

Rigging hp: The number of hit points and the hardness of each rigging section.

Ram: The damage dealt by the vehicle per 10 feet of speed it currently possesses if it rams another object. For example, a ship with a base ram damage of 3d6 deals 3d6 points of damage if moving at a speed of 10 feet, 6d6 at a speed of 20 feet, 9d6 at a speed of 30 feet, and so on.

Mounts: The number of weapons the ship can mount. A light mount is suitable for a ballista; a heavy mount is suitable for a catapult.

Space: The length and width of the area taken up by the ship.

Height: The height of the main deck above the waterline. Most large vessels will have deckhouses, forecastles, or sterncastles that are above this level.

Watch: The number of crewmembers necessary to make course changes, adjust for wind changes, and generally handle the ship. Usually the watch consists of a helmsman, a lookout or two, and a small number of deckhands who can go aloft to change the set of the sails as necessary. On an oar-powered vessel, the watch includes the number of rowers necessary for the ship to make use of its full oared speed.

Complement: The number of crewmembers, passengers, and soldiers who can be carried by the vessel for extended voyaging. For a short voyage (a day or less) a ship might be able to cram two or three times this number of people on board.

Cargo: The capacity of the vehicle's hold, in tons (1 ton = 2,000 pounds). Most ships are slowed to 3/4 normal speed if carrying half this load or more.

Cost: The vehicle's cost in gold pieces.

VESSELS

The following boats and ships are only a small sample of the types most typically found on the seas, lakes, and rivers of a fantasy world.

Table 5–2: Boats and Ships

Vessel	Complement	Speed	Cost
Barge	120/5/40	1/2 mph	6,000 gp
Caravel (sailing ship)	30/7	3 mph*	10,000 gp
Cog	20/4	2 mph*	6,000 gp
Coracle	2/1	1 mph	5 gp
Dhow	25/5	2 mph	7,000 gp
Dromond (warship)	200/7/100	2 mph* or 3 mph	25,000 gp
Dugout	4/1	1 mph	20 gp
Elf wingship	30/5	4 mph*	40,000 gp
Galley	300/10/160	1-1/2 mph* or 2 mph	30,000 gp
Greatship	500/20	2-1/2 mph*	60,000 gp
Ironclad	120/5/60	1 mph* or 1 mph	50,000 gp
Junk	50/7	1-1/2 mph*	15,000 gp
Keelboat	16/3/12	1 mph* or 1 mph	3,000 gp
Launch	8/1/2	1-1/2 mph	500 gp
Longship	60/3/40	1-1/2 mph* or 2 mph	10,000 gp
Pinnace	15/3/8	3 mph* or 1/2 mph	4,500 gp
Raft	8/1/2	1/2 mph	100 gp
Rowboat	4/1	1 mph	50 gp
Theurgeme	40/1	3-1/2 mph	80,000 gp
Trireme	100/3/70	1-1/2 mph* or 2 mph	12,000 gp
War canoe	16/1/12	1 mph* or 2 mph	1,000 gp

* Base sailing speed in light winds (×1 speed multiple)

Complement: The first number in this entry is the ship's complement, or the total number of Small or Medium humanoids that can normally be carried on board as crew and passengers. The second number is the ship's watch requirement, or the minimum number of people necessary to control the ship without penalty. The third number, when present, indicates the number of rowers required in addition to the normal watch; a ship doesn't need rowers to sail, but does need rowers to use its oared movement rate.

Speed: The ship's sailing speed. Sailing vessels have an asterisked speed entry, since the actual sailing speed varies with the wind speed and direction.

Cost: The ship's cost in gold pieces.

Barge

A barge is not much more than a large, flat-bottomed hull designed to haul heavy cargoes by water. Most barges are intended to be towed by other ships or by teams of draft animals on shore, but some are fitted out as royal yachts or war barges, and equipped with a set of oar sweeps for maneuvering. Barges of this sort might have large deckhouses or weapon mounts. Barges are best employed on calm, slow rivers or canals, where maneuvering is not an issue.

Barge: Colossal vehicle; Seaworthiness +0; Shiphandling –6; Speed oars 5 ft. (poor) or drawn; Overall AC –3; Hull sections 80 (sink 20 sections); Section hp 50 (hardness 5); Section AC 3; Ram 6d6; Mounts 2 light and 2 heavy; Space 100 ft. by 40 ft.; Height 10 ft. (draft 10 ft.); Complement 120; Watch 5 plus 40 rowers; Cargo 50 tons; Cost 6,000 gp.

Caravel (Sailing Ship)

The caravel is a seaworthy, nimble ship that can handle long ocean crossings. It has a small forecastle and sterncastle, and three masts. A caravel is a smooth-hulled, full-decked vessel built on a strong internal frame. It is a relatively advanced design, and not every seafaring people have the skills and knowledge to build one.

The sailing ship mentioned under Transport in Chapter 7 of the *Player's Handbook* is a caravel.

Caravel: Colossal vehicle; Seaworthiness +4; Shiphandling +2; Speed wind × 30 ft. (average); Overall AC –3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind × 15 ft. if 60 tons or more); Cost 10,000 gp.

Cog

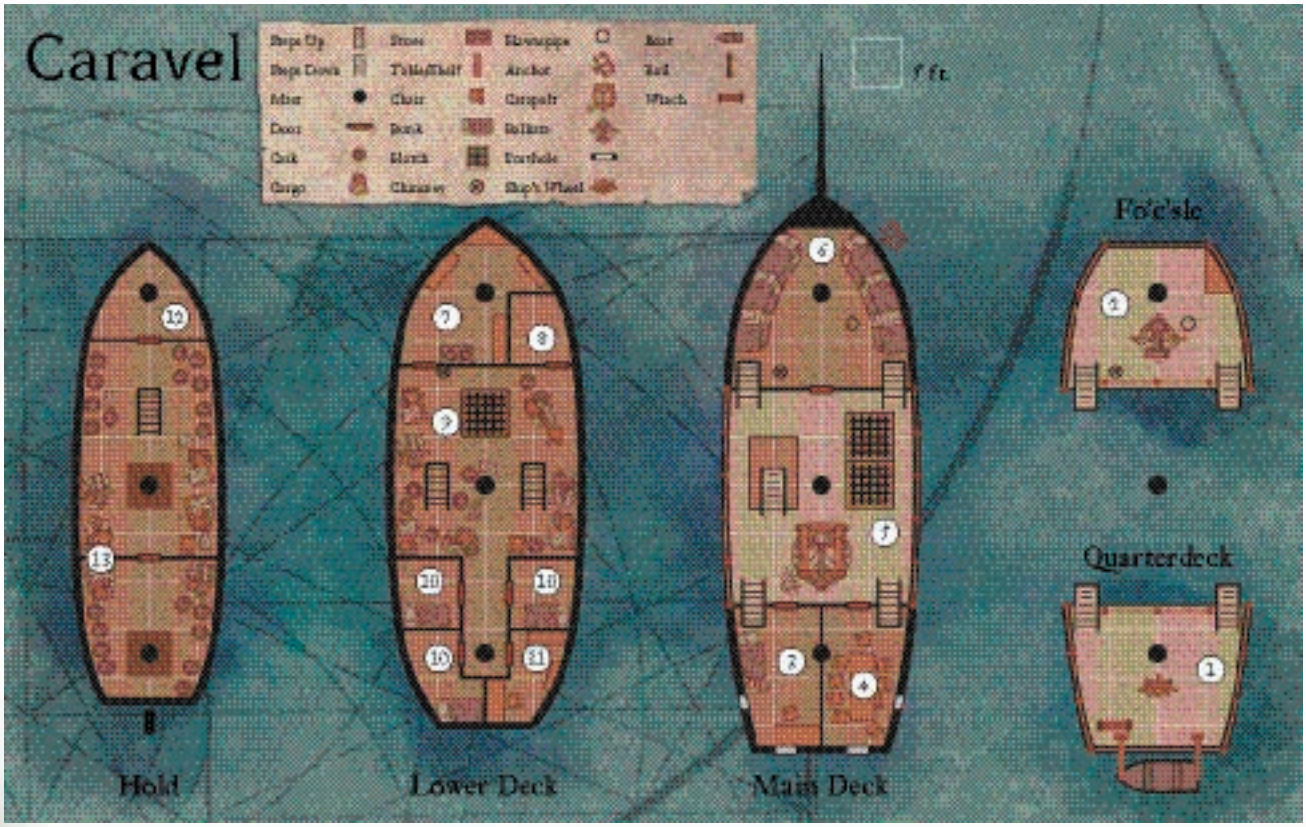
The cog is the basic medieval-era sailing ship. It is a single-masted sailing ship with a round, sturdy hull. It has a partial deck (the waist of the ship is not decked over, but the ends are) and raised bow and stern platforms that are open, as opposed to being enclosed like a true forecastle or sterncastle. It is seaworthy, but not very handy in adverse winds.

Nefs, roundships, or knorrs use these same statistics. A knorr or roundship also has an oar speed of 5 ft. in addition to the sailing speed.

Cog: Colossal vehicle; Seaworthiness +2; Shiphandling –2; Speed wind × 20 ft. (poor); Overall AC –3; Hull sections 16 (sink 4 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light and 1 heavy; Space 40 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 20; Watch 4; Cargo 40 tons (Speed wind × 10 ft. if 20 tons or more); Cost 6,000 gp.

Coracle

A small and very simple boat, the coracle is made from a light wicker or branch frame, over which waterproofed



hide or bark is stretched. A coracle weighs only 40 pounds, and can easily be carried for short distances.

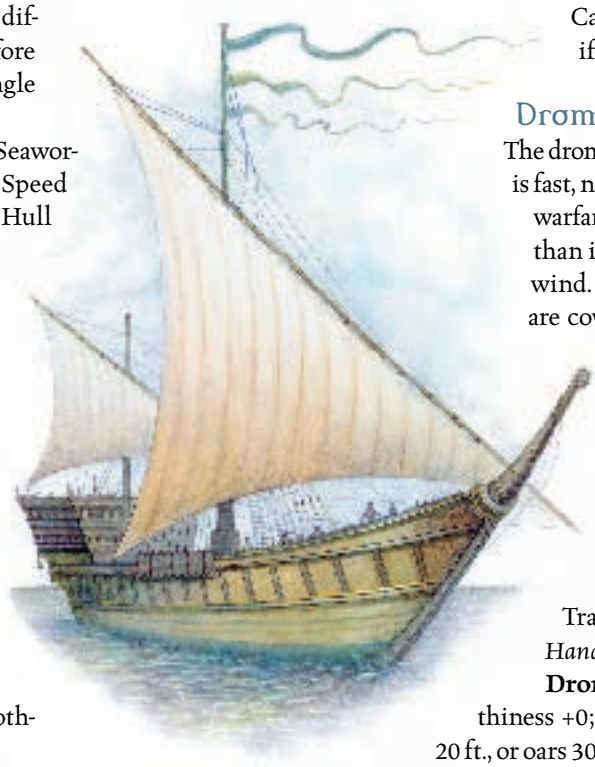
A coracle is too small to have different hull sections, and therefore only has an overall AC and a single hp total for the hull.

Coracle: Medium vehicle; Seaworthiness –4; Shiphandling +0; Speed oars 10 ft. (good); Overall AC 5; Hull hp 10 (hardness 2); Ram —; Mounts —; Space 5 ft. by 5 ft.; Height 1 ft. (draft 2 ft.); Complement 2; Watch 1; Cargo 100 pounds; Cost 5 gp.

Dhow

The dhow is a moderately sized sailing vessel with a single mast and a full deck. It might have a small sterncastle or deckhouse at the stern. Many dhows are made of sewed or stitched hulls—the hull planks are sewed to one another with sturdy cord.

Dhow: Colossal vehicle; Seaworthiness +2; Shiphandling +0; Speed wind × 20 ft. (average); Overall AC –3; Hull sections 18 (sink 4 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light and 1 heavy; Space 60 ft. by 20 ft.; Height 5 ft. (draft 10 ft.); Complement 25; Watch 5; Cargo 60 tons (Speed wind × 15 ft. if 30 tons or more); Cost 7,000 gp.



A dhow

Dromond (Warship)

The dromond is a medium-sized galley that is fast, nimble, and eminently suitable for warfare. It has two masts and sails better than it rows with any kind of favorable wind. It is fully decked, and the rowers are covered from attack. The dromond usually has a small deckhouse or fighting platform at the stern. The dromond is the most advanced galley design, and not many seafaring folk have the expertise and skills to build a dromond.

The warship mentioned under Transport in Chapter 7 of the *Player's Handbook* is a dromond.

Dromond: Colossal vehicle; Seaworthiness +0; Shiphandling +2; Speed wind × 20 ft., or oars 30 ft. (average); Overall AC –3; Hull sections 60 (sink 15 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 4 light, 2 heavy, ram; Space 100 ft. by 20 ft.; Height 15 ft. (draft 15 ft.); Complement 200; Watch 7 plus 100 rowers;

A SAMPLE CARAVEL

This caravel is a typical example of the type, although the internal arrangement can vary greatly from ship to ship. Its notable features include:

1. Quarterdeck: The quarterdeck is a raised, open deck at the stern. The ship's wheel is here, along with a small davit for a ship's boat.

2. Foc's'le Deck: This is a raised, open deck atop the forecastle. The caravel mounts a ballista here; the weapon can't fire straight ahead because of the foremast. On the starboard side is the hawsepipe and tackle for the ship's anchor.

3. Master's Cabin: The largest and most comfortable cabin on the ship is still quite cramped by most standards.

4. Wardroom: The captain, officers, and passengers take their meals here. This room also serves as a drawing room or parlor for the officers and passengers.

5. Main Deck: This open deck features a catapult and two large companionways that descend to the lower deck. The catapult can only be fired to the broadside; it can't train forward or aft (a typical problem with large weapons mounted on small, cluttered ships). The companionways serve as both stairways (ladders, in nautical parlance) and cargo hatches. Chicken coops and pens for goats, lambs, or other small livestock often take up any available space left on the deck.

6. Forecastle: Most of the ship's crew sleeps here, although in good weather many crewmembers prefer to sleep on the open decks. The forecastle holds a dozen cramped bunks.

7. Galley: The ship's galley is in the forward part of the lower deck. It has a small stove and shelving for all kinds of foodstuffs. The ship's cook and his assistant(s) sleep here.

8. Chain Locker: The ship's anchor chain is stored here. It passes through the hawsepipe in the forecastle up to the foc's'le deck.

9. Lower Deck: This space serves as the first of the caravel's cargo holds, as well as the crew's mess deck. Crewmembers take their meals sitting on whatever cargo is convenient. If the ship is heavily laden, this deck might be covered to within a foot of the overhead, leaving only a single fore-and-aft passage between the crates, casks, and bundles.

10. Officer's Cabins: These tiny cabins are the private rooms of the ship's officers. Paying passengers usually bump an officer from his or her cabin to the forecastle.

11. Ship's Office: All the ship's paperwork is kept here, including cargo manifests, pay records, and the ship's paychest (usually in a sturdy, locked chest).

12. Sail Locker: Spare sails, canvas, and sewing gear is stored here, as well as plenty of lines, hawsers, firewood, and heavy tools.

13. Lower Hold: Most of the ship's cargo is stowed here, as well as provisions (including as many casks of fresh water as will fit). Beneath this lower hold lies a small crawlspace where heavy ballast stones help to stabilize the ship.

Illus. by W. England

Cargo 150 tons (Speed wind × 10 ft. or oars 15 ft. if 75 tons or more); Cost 25,000 gp.

Dugout

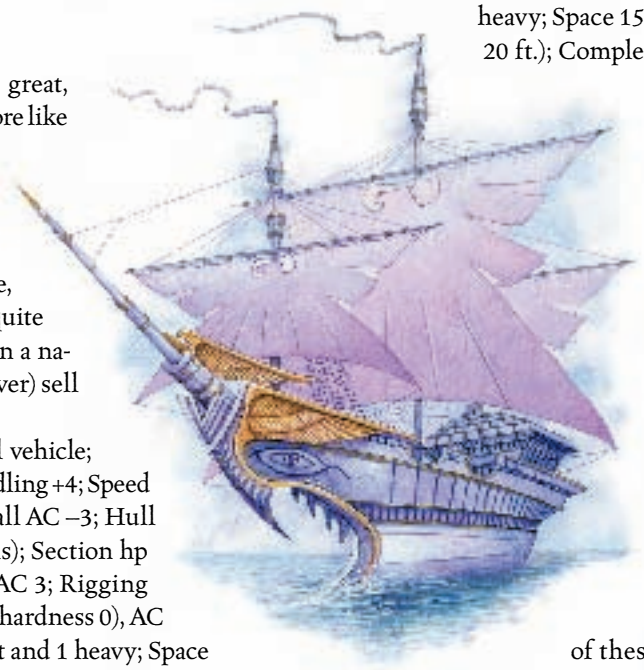
The dugout is the simplest boat possible—a hollowed-out log hacked into the shape of a boat.

Dugout: Large vehicle; Seaworthiness –3; Shiphandling +1; Speed oars 10 ft. (good); Overall AC 4; Hull hp 40 (hardness 5); Ram 1d6; Space 10 ft. by 5 ft.; Height 2 ft. (draft 2 ft.); Complement 4; Watch 1; Cargo 500 pounds; Cost 20 gp.

Elf Wingship

So named because of its great, sweeping sails that seem more like a bird's wings than a ship's rigging, the elf wingship is the fastest ship on the sea. Despite its graceful lines and delicate appearance, the wingship is actually quite sturdily built and deadly in a naval battle. Elves rarely (if ever) sell wingships to non-elves.

Elf Wingship: Colossal vehicle; Seaworthiness +4; Shiphandling +4; Speed wind × 40 ft. (good); Overall AC –3; Hull sections 12 (sink 3 sections); Section hp 150 (hardness 6); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 1 heavy; Space 60 ft. by 10 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 5; Cargo 30 tons (Speed wind × 30 ft. if 15 tons or more); Cost 40,000 gp.



An elf wingship

Illus. by W. England

Galley

Also known as the quinquireme, or great galley, this is the largest oared vessel normally built. It is fully decked, with a complicated arrangement of oars in multiple banks. Great galleys are usually warships, vessels whose primary purpose is service in a fleet.

Galley: Colossal vehicle; Seaworthiness +0; Shiphandling –2; Speed wind × 15 ft. or oars 20 ft. (poor); Overall AC –3; Hull sections 78 (sink 19 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 60 (hardness 0), AC 1; Ram 6d6; Mounts 6 light, 3 heavy, ram; Space 130 ft. by 20 ft.; Height 15 ft. (draft 15 ft.); Complement 300; Watch 10 plus 160 rowers; Cargo 150 tons (Speed wind × 10 ft. or oars 15 ft. if 75 tons or more); Cost 30,000 gp.

Greatship

Fitted with a towering forecastle and sterncastle, this huge, broad-beamed sailing ship is almost a seagoing castle. It has four masts and is not remotely nimble, but it is large and sturdy and can carry hundreds of sailors and soldiers. It has multiple decks, and the mainmast often has one or more fighting tops, small platforms suitable for archers to fire down at other ships.

Greatships are sometimes called carracks.

Greatship: Colossal vehicle; Seaworthiness +6; Shiphandling –4; Speed wind × 25 ft. (poor); Overall AC –3; Hull sections 240 (sink 60 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 4; Rigging hp 80 (hardness 0), AC 1; Ram 6d6; Mounts 12 light and 4 heavy; Space 150 ft. by 40 ft.; Height 20 ft. (draft 20 ft.); Complement 500; Watch 20; Cargo 500 tons (Speed wind × 15 ft. if 250 tons or more); Cost 60,000 gp.

Ironclad

Protected from enemy fire by solid iron plate, the ironclad is slow and clumsy but deadly in a naval battle. The ironclad is built on a frame of thick wooden timbers, just like most other vessels; armor is then riveted or bolted onto its sides. Most ironclads are built by seafaring dwarves who turn their remarkable knack for metallurgy and engineering to the construction of these warships.

Ironclad: Colossal vehicle; Seaworthiness –2; Shiphandling –4; Speed wind × 10 ft. or oars 10 ft. (poor); Overall AC –3; Hull sections 72 (sink 18 sections); Section hp 150 (hardness 10); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 6d6; Mounts 8 light, 2 heavy, ram; Space 80 ft. by 30 ft.; Height 15 ft. (draft 15 ft.); Complement 120; Watch 5 plus 60 rowers; Cargo 20 tons; Cost 50,000 gp.

Junk

A junk is a large sailing ship often found in eastern waters. It has a flat bottom, no keel, and a high stern, with two masts and a sail reinforced with bamboo ribs. The junk's hull is partitioned into a number of small, watertight compartments, which makes it unusually seaworthy.

Junk: Colossal vehicle; Seaworthiness +4; Shiphandling +0; Speed wind × 15 ft. (average); Overall AC –3; Hull sections 32 (sink 8 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mounts 2 light and 2 heavy; Space 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 50; Watch 7; Cargo 160 tons (Speed wind × 10 ft. if 80 tons or more); Cost 15,000 gp.

Keelboat

This flat-bottomed boat is built for use on rivers and lakes. It is fully decked, with a large deckhouse that takes up most of the boat's center or stern depending on the design. It has a small sail and eight oars for traveling upstream.

Keelboat: Gargantuan vehicle; Seaworthiness –2; Shiphandling +2; Speed wind × 10 ft. or oars 10 ft. (good); Overall AC 1; Hull sections 3 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 1 light; Space 30 ft. by 10 ft.; Height 5 ft. (draft 5 ft.); Complement 16; Watch 2 plus 8 rowers; Cargo 20 tons (Speed wind × 5 ft. or oars 5 ft. if 10 tons or more); Cost 3,000 gp.

Launch

Also known as a whaleboat, the launch is a large, open dinghy with a stout, round-bottomed hull that can stand up to surprisingly rough seas. Launches are often carried by larger ships for use in landing in places where the larger ship can't go.

A launch is too small to have different hull sections, and therefore only has an overall AC and a single hp total for the hull.

Launch: Huge vehicle; Seaworthiness +0; Shiphandling +2; Speed oars 15 ft. (good); Overall AC 3; Hull hp 50 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 5 ft.; Height 5 ft. (draft 2-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 4 tons (Speed oars 10 ft. if 2 tons or more); Cost 500 gp.

Longship

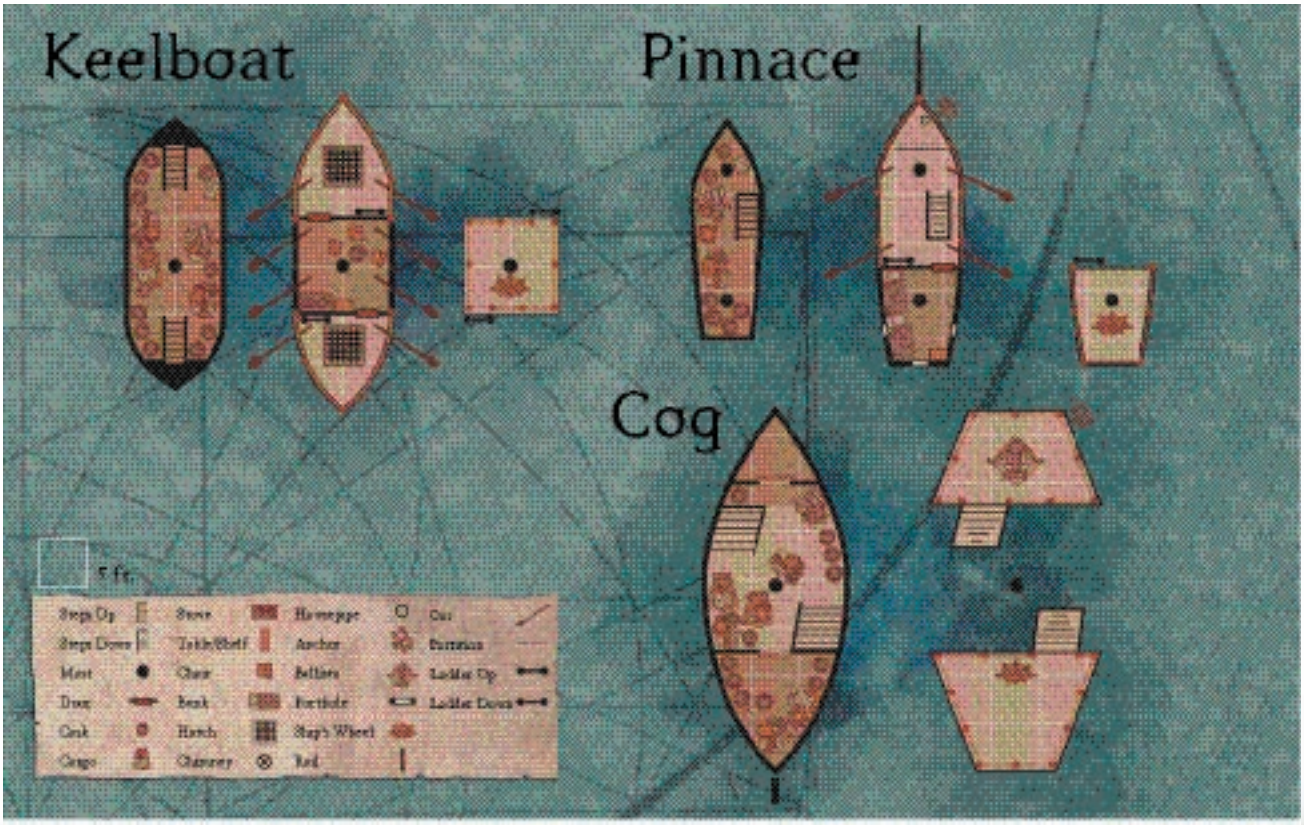
The longship is a sturdy vessel with a single mast. It does not have a deck, although some longships are built with small walks or platforms at the stern and bow. The shallow draft of a longship allows it to enter rivers or land on beaches that other vessels couldn't manage.

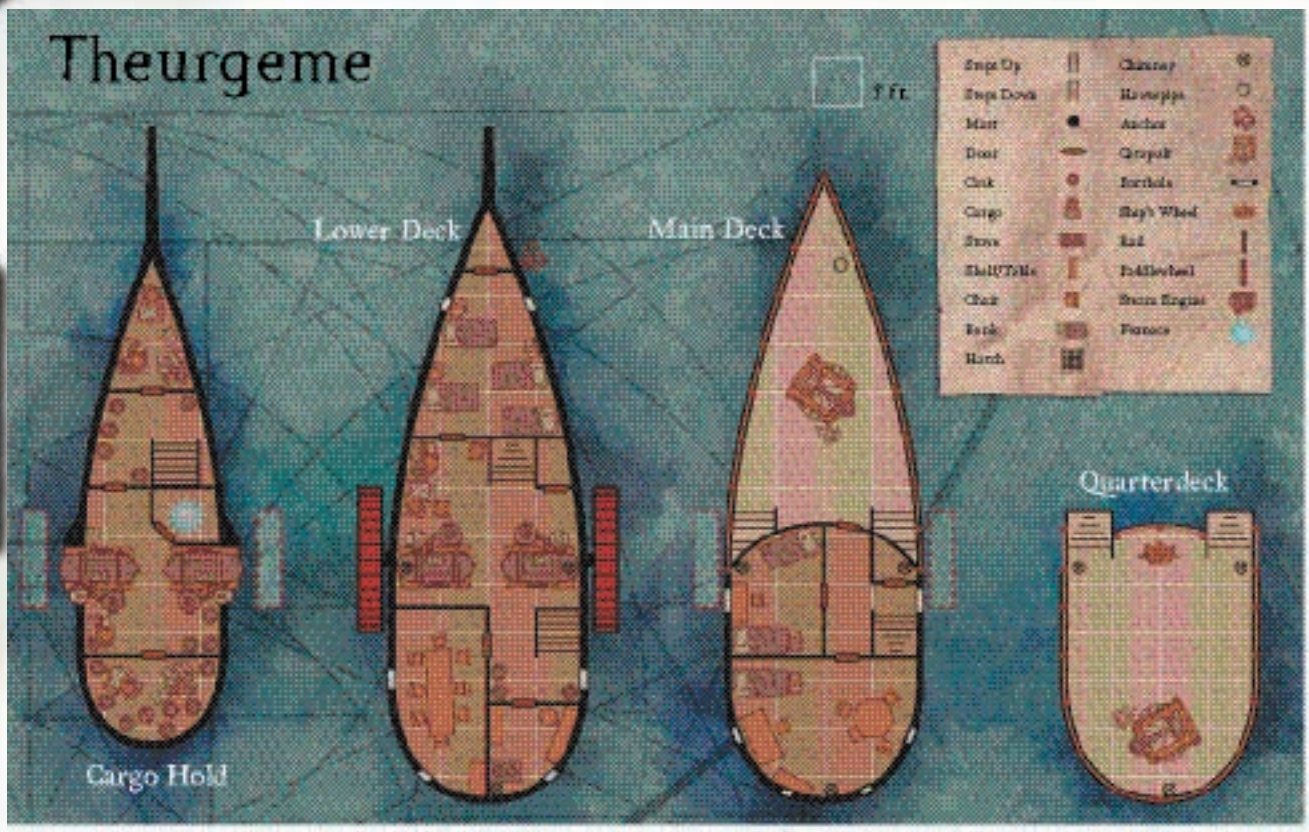
Longship: Colossal vehicle; Seaworthiness +2; Shiphandling +0; Speed wind × 15 ft., or oars 20 ft. (average); Overall AC –3; Hull sections 14 (sink 3 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 2 light; Space 70 ft. by 20 ft.; Height 5 ft. (draft 5 ft.); Complement 60; Watch 3 plus 40 rowers; Cargo 40 tons (Speed wind × 10 ft. or oars 15 ft. if 20 tons or more); Cost 10,000 gp.

Pinnace

The pinnace is a small, two-masted sailing vessel. It's sturdy enough to undertake long open-water voyages and handy enough to use close to shore. A pinnace is fully decked, but its sterncastle is hardly worthy of the name; it's little more than a cramped cabin.

Pinnace: Gargantuan vehicle; Seaworthiness +2; Shiphandling +2; Speed wind × 30 ft. or oars 5 ft. (good); Overall AC 1; Hull sections 4 (sink 1 section); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 60 (hardness 0), AC 1; Ram 3d6; Mounts 2 light; Space 30 ft. by 10 ft.; Height 10 ft. (draft 5 ft.); Complement 15;





Watch 3 plus 8 rowers; Cargo 30 tons (Speed wind × 20 ft. if 15 tons or more); Cost 4,500 gp.

Raft

While almost anyone can lash a few logs together and make a crude raft, this is a vessel made of sawn planks with logs or empty barrels for floatation. The raft normally has a small deckhouse or flat for shelter. It is slow and hard to maneuver, and is really only suitable for calm rivers or lakes.

Raft: Huge vehicle; Seaworthiness –4; Shiphandling +0; Speed oars 5 ft. (poor); Overall AC 3; Hull hp 30 (hardness 5); Ram 2d6; Mounts —; Space 15 ft. by 10 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 8; Watch 1 plus 2 rowers; Cargo 2 tons (Speed oars 5 ft. if 1 ton or more); Cost 100 gp.

Rowboat

Also called a skiff, punt, or pirogue, this is a flat-bottomed boat for use in calm waters.

Rowboat: Large vehicle; Seaworthiness –4; Shiphandling +2; Speed oars 10 ft. (good); Overall AC 4; Hull hp 30 (hardness 5); Ram 1d6; Mounts —; Space 10 ft. by 5 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 4; Watch 1; Cargo 1,000 pounds (Speed oars 5 ft. if 500 pounds or more); Cost 50 gp.

Theurgeme

The theurgeme is a vessel powered by magic. Without sails or rowers it moves swiftly and tirelessly across the water. Theurgemes can be powered in a variety of ways, but the most common design is a simple paddlewheel or set of mechanical oars turned or driven by a magical construct, mindless undead, or even a bound elemental. Many theurgemes are luxuriously appointed with comfortable cabins and exotic décor, as befits the wealthy wizards who most likely own such vessels.

Theurgeme: Colossal vehicle; Seaworthiness +2; Shiphandling +2; Speed propellers 35 ft. (good); Overall AC –3; Hull sections 28 (sink 7 sections); Section hp 150 (hardness 6); Section AC 3; Ram 4d6; Mounts 4 light, 2 heavy, ram; Space 70 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 40; Watch 1; Cargo 100 tons (Speed oars 20 ft. if 50 tons or more); Cost 80,000 gp.

Trireme

The average galley is a single-masted bireme or trireme. While it is quick and nimble in fair weather, it is not very seaworthy and liable to founder in high seas or bad weather. The galley is partially decked, usually with a walk that runs the length of the ship above and between the rowers' benches. The rowers are not covered by the deck or the walk.

Trireme: Colossal vehicle; Seaworthiness –2; Shiphandling +0; Speed wind × 15 ft., or oars 20 ft. (good); Overall AC –3; Hull sections 32 (sink 8 sections); Section hp 50 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 60 (hardness 0), AC 1; Ram 4d6; Mounts 1 light, 1 heavy, ram; Space 80 ft. by 20 ft.; Height 10 ft. (draft

10 ft.); Complement 100; Watch 3 plus 70 rowers; Cargo 40 tons (Speed wind × 15 ft. or oars 15 ft. if 20 tons or more); Cost 12,000 gp.

War Canoe

The war canoe is a large, seagoing canoe, often with one or two outriggers for stability. It has a small stepped mast for sailing on open water.

War Canoe: Gargantuan vehicle; Seaworthiness +0; Shiphandling +2; Speed wind × 10 ft. or oars 20 ft. (good); Overall AC 1; Hull sections 2 (sink 1 section); Section hp 30 (hardness 5); Section AC 3; Rigging Sections 1; Rigging hp 40 (hardness 0), AC 1; Ram 3d6; Mounts —; Space 40 ft. by 5 ft.; Height 2-1/2 ft. (draft 2-1/2 ft.); Complement 16; Watch 1 plus 12 rowers; Cargo 2 tons (Speed wind × 10 ft. or oars 15 ft. if 1 ton or more); Cost 1,000 gp.

WEAPONRY AND ACCESSORIES

The seas of the D&D world are dangerous places, roamed by deadly monsters and bloodthirsty pirates. Prudent captains carry the best armament they can obtain for their vessel in order to discourage attack.

Many ships, especially ships used by adventurers or villains, feature one or more magical items. Magical helms, sails, keels, or figureheads often provide a ship with unusual maneuverability, seaworthiness, or protection from attack. See Chapter 6 for specific items and their effects.

WEAPON DESCRIPTIONS

Shipboard weapons require specific mounts, or hardpoints, where heavy equipment can be securely installed on the deck. Most of the ship descriptions in the preceding section state a number of heavy and light mounts available for carrying weapons (or other heavy gear). The limitations in the number of mounts available stem from the ship's basic design—each one must be reinforced with heavy timbers, and requires a certain amount of clear deck space for use. You can install a weapon requiring a light mount in a heavy mount, but not vice-versa.

Shipboard weapons come in two basic varieties: direct fire and indirect fire (see page 29).

Reloading: Each weapon notes the reloading procedure and checks necessary to fire. Asterisked actions can be assisted by means of the aid another action (and in fact, trained weapon crews routinely do so in order to expedite reloading).

Ballista

As described on page 99 of the *Dungeon Master's Guide*, the ballista is a Huge heavy crossbow fixed in place. The ballista is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a ballista, and a Small creature takes a –6 penalty. The ballista takes up a space 5 feet across and weighs 400 pounds. A ballista deals half damage to an enemy vessel.

Reload: Full-round action and DC 10 Strength check to wind to half-cock; Full-round action and DC 10 Strength check to wind from half- to full-cock; full-round action to load bolt. Normal rate of fire is one shot per 4 rounds.

Bombard, Light

The light bombard—also known as the perier or stone gun—is a relatively short and light piece designed to fire round stone shot with small charges of powder. Like the ballista, the bombard is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a bombard, and a Small creature takes a –6 penalty. The light bombard takes up a space 5 feet across and weighs 500 pounds.

Reload: Full-round action and DC 10 Profession (siege engineer) check to swab out bore; full-round action and DC 15 Profession (siege engineer) check to load powder and wad; full-round action and DC 10 Strength check to load stone shot; full-round action and DC 10 Strength check to tamp the shot; full-round action to aim the bombard. Normal rate of fire is one shot per six rounds.

Bombard, Great

The heavy bombard is sometimes referred to as a basilisk. It fires a heavy stone ball with a modest charge of powder. It is a direct-fire weapon; due to its size a Medium creature takes a –4 penalty on attack rolls when firing a bombard, and a Small creature takes a –6 penalty. The great bombard takes up a space 10 feet across and weighs 2,000 pounds.

Reload: Full-round action and DC 10 Profession (siege engineer) check to swab out bore; two full-round actions and DC 15 Profession (siege engineer) check to load powder and wad; two full-round actions and DC 10 Strength check to load stone shot; two full-round actions and DC 10 Strength

Table 5–3: Ship Weapons

Item	Cost	Damage	Critical	Range Increment	Typical Crew	Type	Mount
Ballista	500 gp	3d8	19–20	120 ft.	1	Direct	Light
Bolt	1 gp	—	—	—	—	—	—
Bombard, light	2,000 gp	3d10	×3	150 ft.	4	Direct	Light
Bombard, great	8,000 gp	6d10	×3	200 ft.	8	Direct	Heavy
Catapult	550 gp	4d6	—	150 ft. (100 ft. min.)	2	Indirect	Heavy
Firebomb	50 gp	3d6 fire	—	—	—	—	—
Firespout	4,000 gp	6d6 fire	—	— (60 ft.)	5	—	Heavy

check to tamp the shot; two full-round actions to aim the bombard. Normal rate of fire is one shot per ten rounds.

Catapult

This is the light catapult described in the *Dungeon Master's Guide*. A catapult is an indirect-fire weapon that uses a tensioning device to throw a heavy stone hundreds of feet. Because the catapult throws its stone in a high arc, it cannot strike a target within 100 feet—the range is simply too close. The catapult takes up a space 10 feet across and weighs 2,000 pounds.

Reload: Full-round action and DC 10 Strength check to wind to half-cock; full-round action and DC 10 Strength check to wind from half- to full-cock; full-round action and DC 15 Profession (siege engineer) check to load stone; two full-round actions to aim the catapult. Normal rate of fire one shot per six rounds.

Firebomb

The firebomb is a special type of ammunition suitable for catapult or bombard shot. It is a small cask filled with alchemist's fire, designed to set the target ship afire. A firebomb is about a foot in diameter and weighs 40 pounds.

When the firebomb hits its target, it bursts open and deals 3d6 points of fire damage in a 10-foot radius, DC 15 Reflex save for half. On the round following, all targets within the radius take 1d6 points of fire damage; DC 15 Reflex save negates.

A ship (or similar wooden structure) struck by a firebomb might catch on fire; see Fires, page 31. Creatures who fail their Reflex saves against a firebomb catch fire; see Catching on Fire on page 303 of the *Dungeon Master's Guide*.

Firespout

The firespout is a device that spews a great gout of alchemist's fire on a nearby enemy ship. It consists of a long copper tube mounted in the bow, with a large bellows and a reservoir for its highly flammable fuel. When you fire the firespout, you create a 60-foot-long line of alchemist's fire directly in front of your ship.

To use a firespout, you must bring your ship within 60 feet of the enemy (and choose a closing strategy or maneuver, if you are using the narrative combat system described in Chapter 1). Instead of an attack roll, the commander or captain of your ship makes a DC 5 Profession (sailor) check, modified by your ship's shiphandling modifier. If you succeed, you strike the enemy ship with your alchemist's fire; on a failure, you miss.

The alchemist's fire deals 6d6 points of fire damage in a 60-foot line; DC 15 Reflex save for half. On the round following, all targets within the radius take 3d6 points of fire damage; DC 15 Reflex save negates. A ship (or similar wooden structure) struck by a firespout might catch on fire; see Fires, page 31. Creatures who fail their Reflex saves against a firespout catch fire; see Catching on Fire on page 303 of the *Dungeon Master's Guide*.

A firespout takes up a space 10 feet across and weighs 1,500 pounds. It takes 25 flasks of alchemist's fire (25 pounds, or 500 gp) to fill the firespout.

Reloading: Five full-round actions and DC 10 Profession (siege engineer) check to clear the bellows and fill the reservoir; two full-round actions and DC 15 Profession (siege engineer) check to ready the weapon to fire. Normal rate of fire is one shot per eight rounds.

ACCESSORY DESCRIPTIONS

In addition to the weapons carried by most vessels, a number of special accessories are available. Many vessels carry various magic items and gear in addition to these mundane accessories; see Chapter 6 for magical items.

Davit, large	500 gp
Davit, huge	1,500 gp
Diving bell	7,000 gp
Grappling ramp	500 gp
Netting, Large	50 gp
Netting, Huge	150 gp
Netting, Gargantuan	300 gp
Netting, Colossal	500 gp

Davit

A davit is a special hoist and cradle designed to carry small boats on the deck of a larger ship. Most ships carry a skiff or two stowed on deck, but a davit can accommodate a fairly large boat, and makes launching and recovering the vessel much easier. A large davit can hold a boat of Large size or smaller, and requires a light mount; a huge davit can hold a boat of Huge size or smaller, and requires a heavy mount.

GUNPOWDER?

Bombards might not be available in all D&D worlds. A bombard is an early cannon, requiring gunpowder or something similar to work. Whether or not gunpowder and firearms are available in your campaign is up to the Dungeon Master.

Unavailable: Nothing like gunpowder works in the campaign, so bombards (and other firearms) do not exist.

Smokepowder: Gunpowder is not available, but an expensive alchemical substitute known as *smokepowder* is. Bombards and other firearms exist, but the price of smokepowder is prohibitive, so they are not widely used or available. Smokepowder can be created by anyone with 9 ranks in Craft (alchemy). One pound of powder costs 25 gp; it takes 1 oz. to fire a pistol or musket, 4 pounds to fire a light bombard, or 20 pounds to fire a heavy bombard.

Gunpowder: Gunpowder is commonplace and inexpensive. Bombards and other firearms are fairly common, and the cost of gunpowder is not a significant factor in arming a ship with bombards.

Launching a boat with a davit requires only a single round and one crewmember; recovering a boat requires 1 minute and two crewmembers for a Large boat or eight crewmembers for a Huge boat. The cost of the davit does not include the craft carried in the davit.

Diving Bell

The diving bell is a sturdy weighted barrel or sphere of wood and iron, fitted with several thick glass portholes. It can hold up to two Medium creatures or four Small creatures. The bell descends on a stout cable from the ship above, and can't move horizontally—it can only ascend or descend at a rate of 10 feet per round. The bell can descend to a maximum depth of 200 feet.

Bells can be left open on the bottom, allowing a swimmer to easily enter or exit the bell. The air inside the bell will prevent the water from completely filling the bell, although the deeper you descend, the less headroom you'll have. An open bell can descend to a maximum depth of 100 feet, at which point everyone inside will be neck-deep in water.

The diving bell apparatus includes a davit or hoist on the ship's deck for raising or lowering the bell, and a crude hand-powered air pump and waterproofed hose of canvas or leather to provide fresh air to the bell. It takes 2 crewmembers to work the pumps, and 4 crewmembers to operate the winch to raise or lower the bell.

The bell itself weighs 1,000 pounds. The hoist on deck takes up a 10-foot space and uses a heavy mount. The price of the diving bell includes the air pump, hoist, and bell.

Diving Bell: Medium vehicle; Seaworthiness +0; Shiphandling —; Speed —; Overall AC 5; Hull hp 80 (hardness 6); Ram —; Mounts —; Space 5 ft. by 5 ft.; Height 0 ft. (draft 5 ft.); Watch 1; Complement 2; Cargo 200 pounds; Cost 4,000 gp (bell) or 7,000 gp (bell, pump, and hoist).

Grappling Ramp

This structure is a long ramp and frame that resembles a small drawbridge. When an enemy ship is near, the grappling ramp is dropped, so that it forms a bridge to the other vessel. The top end of the grappling ramp is usually fitted with iron spikes, cleats, or grapnels so that its drop drives the ramp into the enemy vessel's deck, holding it fast. A grappling ramp gives you a +4 bonus on Profession (sailor) checks to initiate a grapple with another ship or to maintain a grapple from a foe who wants to escape (see Special Maneuvers, page 27), but no bonus on resisting another ship's attempt to grapple your own vessel. It also creates a five-foot-wide bridge to the other vessel's deck.

A grappling ramp has a space of 10 feet and weighs 1,000 pounds. It requires a heavy mount.

Netting

Designed to hinder boarders, ship's netting consists of a sturdy net of tarred rope that is rigged 10 feet or more above the gunwales. A creature attempting to climb over the rail or gunwale and board the ship (or attempting to leave the ship, for that matter) can't pass through the netting, but it's perfectly feasible to make attacks through the netting. Piercing weapons or ranged weapons can be used through the netting at no penalty; slashing or bludgeoning weapons can only be used against foes adjacent to the netting, and take a –4 penalty on attack rolls.

A 5-foot section of netting has hardness 2 (the rope is heavily tarred) and 20 hit points. Piercing weapons and bludgeoning weapons deal one-quarter damage to netting instead of the normal one-half damage when attacking an object.

Rigging ship's netting takes 1 hour of work. The number of crewmembers required depends on the size of the netting: 1 crewmember for Large, 4 for Huge, 8 for Gargantuan, and 12 for Colossal.

PERSONAL EQUIPMENT

Characters adventuring in the water require a variety of unusual gear to retain their fighting edge while submerged. Sailors and aquatic folk have found through long experience that some weapons, armor, and miscellaneous gear is simply more useful than other gear in the water.

Adventurers who spend a lot of time in the water find that it's best to avoid heavy encumbrance. Even creatures who are natural swimmers can't use their swim speed while carrying a heavy load (see Swim Speeds and Heavy Loads, page 90).

ARMOR

Wearing any sort of armor in the water is burdensome, even for aquatic peoples, since it interferes with swimming. Heavy armors are particularly impractical, since the wearer must fight the tendency to sink. Even beings that breathe water usually do not want to drift into the blackwater depths where untold horrors lurk.

Even if you're not in the water, wearing armor in an aquatic setting is risky, whether on board ship or fighting to defend a bridge. There is an ever-present danger of falling, or worse, being pushed into the water by an enemy's rush. Generally aquatic inhabitants and seafarers wear light armor or no armor at all. Heavy armor is often magically treated to reduce its weight or increase its flexibility, or uses special materials whose benefits make up for the disadvantages. Shields larger than bucklers are very uncommon, since they don't allow free movement of the arm for swimming.

Most kinds of metal armor do not fare well in water, especially seawater, so aquatic peoples use alternative materials, such as coral, stone, or plates from large crustaceans. Typical leather armors also don't hold up in a watery environment, and might be replaced with sharkskin, kelp, or fish scales.

ARMOR DESCRIPTIONS

The armor found on Table 5–4: Aquatic Armor is described below. The time it takes to get into or out of armor depends on its type (see Table 7–7: Donning Armor in the *Player's Handbook*).

Chitin: Chitin armor is constructed from the shells of giant vermin or similar creatures. For aquatic races, monstrous crabs are the most popular source for chitin armor. The chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

Cord: Made from hemp fibers or similarly tough seaweed woven and knotted into a thick, tough covering, cord armor is common in places where metalworking and leatherworking are not practiced.

Keel: This is a tapered ridge, like the long fin of an eel, that runs along the middle of the outer surface of a piece of armor, usually on the chest, back, and helmet. Adding a keel to a suit of armor lets the wearer move more efficiently through water. A suit of armor fitted with a keel grants the wearer a +2 circumstance bonus on Swim checks.

A keel does not confer any benefit to shields.

Living Coral: Coral armor is heavy and difficult to craft (see page 15 of the *Arms and Equipment Guide*). An expensive alternative is growing a casing of living coral over the wearer. The user wears a medallion crafted from a piece of living reef, from which coral grows to envelop the body. The living coral is tough but not as stony and inflexible as that of an established reef, allowing relatively free movement. It dies at sundown and regrows again at sunup; this process takes about 2 hours. Dark conditions also cause the coral to die, while extended light keeps it alive.

For an additional 500 gp, the following special ability can be grafted onto the coral.

Stinging Polyps: The coral polyps' natural ability to sting prey is enhanced. Once per day, if you get a hold while grappling, the opponent must make a DC 14 Fortitude save or be paralyzed for 1d4 rounds.

Sharkskin: Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Shell: This armor is created from specially treated tortoise or monstrous crab shells. The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. The main difference between shell and chitin armor is the degree of coverage; shell armor usually leaves the legs bare.

Illus. by W. England

Chitin armor and sharkskin armor

Table 5–4: Aquatic Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light Armor								
Cord	15 gp	+2	+5	–1	15%	30 ft.	20 ft.	15 lb.
Sharkskin	85 gp	+3	+6	–1	10%	30 ft.	20 ft.	15 lb.
Medium Armor								
Shell	25 gp	+3	+3	–2	20%	20 ft.	15 ft.	20 lb.
Chitin	75 gp	+4	+4	–3	30%	20 ft.	15 ft.	20 lb.
Living coral	16,000 gp[2]	+6	+3	–4	20%	20 ft.	15 ft.	30 lb.
Extras								
Keel	50 gp	—	—	—	—	—	—	+2 lb.

1 Weight figures are for armor sized to fit Medium creatures. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 Additional benefit can be added at a cost of 500 gp.

Table 5–5: Aquatic Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Weapons							
Cutlass	15 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Ranged Weapons							
Longbow, aquatic	400 gp	1d6	1d8	×3	60 ft. (10 ft.)	3 lb.	Piercing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
One-Handed Weapons							
Stingray whip	15 gp	1d4	1d6	×3	10 ft.	3 lb.	Piercing or slashing
Ranged Weapons							
Crossbow, aquatic	250 gp	1d6	1d8	19–20/×2	40 ft. (40 ft.)	4 lb.	Piercing
Harpoon	15 gp	1d8	1d10	×2	30 ft.	10 lb.	Piercing
Skipping blade (3)	1 gp	1d2	1d3	×3	10 ft.[3]	1/2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 Range is increased 50% when thrown across water.

WEAPONS

The following weapons are all designed for and often used by seafarers and aquatic peoples. Despite this, they usually work just as well in other environments. Some of the weapons on Table 5–5 have special rules; make sure to read the description of the weapon that follows for details.

WEAPON DESCRIPTIONS

The weapons found on Table 5–5: Aquatic Weapons are described below.

Crossbow, Aquatic: This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal –2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

Cutlass: A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Harpoon: The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached, to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

Longbow, Aquatic: Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Skipping Blade: This is a double-bladed throwing weapon, about the size of a shuriken but heavier. A skipping blade can't be used as a melee weapon.

The blade is carefully shaped to allow skipping across water or another liquid surface. The weapon's range increment is increased to 15 feet if there is an intervening body of water between the attacker and the opponent.

Although they are thrown weapons, skipping blades are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

Stingray Whip: The barbed tail of a stingray can be converted into a flexible weapon, something akin to a riding crop. A stingray whip deals no damage to any creature with a +2 or higher armor bonus or a natural armor bonus +4 or higher.

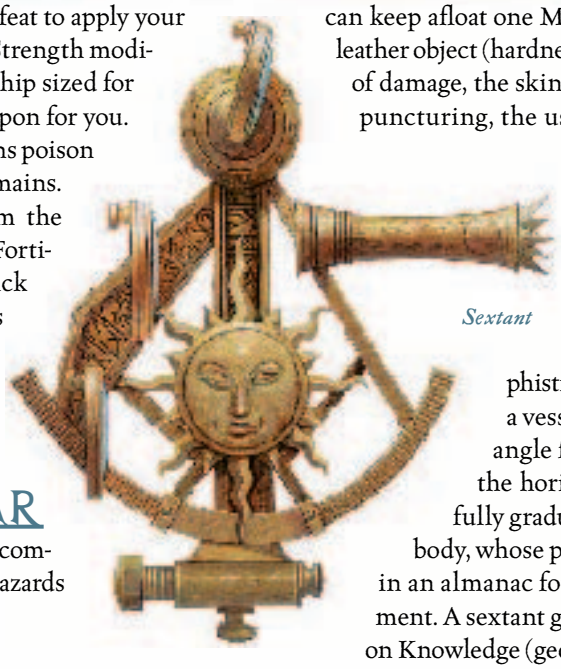
Cutlass

Illus. by W. England

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a stingray whip sized for you, even though it isn't a light weapon for you.

The stingray tail no longer contains poison glands, but a residue of its venom remains. A creature that takes damage from the stingray whip must make a DC 12 Fortitude save or take a –1 penalty on attack rolls, damage rolls, and skill checks from painful welts.

Treat a stingray whip as leather for purposes of sunder attempts.



Sextant

GEAR

Special gear helps to make life more comfortable and to deal with particular hazards and difficulties of aquatic terrain.

Table 5–6: Gear of the Waters

Adventuring Gear	Cost	Weight
Float bladder	10 gp	3 lb.
Swimming goggles	15 gp	1/2 lb.
Clothing	**Cost**	**Weight**
Hat, bicorne[1]	50 gp	1 lb.
Hat, tricorne[1]	15 gp	1 lb.
Oilskin suit[1]	10 gp	10 lb.
Tools and Skill Kits	**Cost**	**Weight**
Sextant	250 gp	10 lb.

Special Substances and Items	Cost	Craft (Alchemy) DC	Weight
Air plant	25 gp	—	—
Stinkpot	50 gp	20	1 lb.

— No weight, or no weight worth noting.
1 These items weigh one-quarter this amount when made for Small characters.

Air Plant: The air plant is a bizarre form of pond vegetation whose spongy structure produces and stores air, keeping the plant at the surface so it can receive adequate light. This mass remains alive and continues to produce air even after being cut from the plant, provided it is kept moist and well lit. When placed in the mouth, a fist-sized piece of this material can provide enough air to sustain a Medium air-breathing creature for 5 minutes. After that time, the submerged creature must begin holding its breath and risks drowning. The air plant dies after use and can't be recharged—another portion must be procured.

Float Bladder: This is an emergency flotation device for those who find themselves cast overboard. It can also be used to support a nonswimmer being assisted through water. A float bladder is a sack of oiled hide that can be filled with air. It has a long neck that is knotted shut after filling and ropes or straps to fasten it to the wearer. A float bladder can keep afloat one Medium creature. Treat this as a leather object (hardness 2); if it takes 5 or more points of damage, the skin is punctured. The round after puncturing, the user must begin making Swim checks to remain afloat. A punctured or deflated float bladder is a burden to a swimmer, imposing a –2 penalty on Swim checks if it is not removed.

Sextant: A sextant is a sophisticated device used to determine a vessel's position by measuring the angle formed by the sun or stars and the horizon. It uses mirrors and carefully graduated scales to sight a heavenly body, whose position is compared to a listing in an almanac for the day and year of measurement. A sextant grants a +2 circumstance bonus on Knowledge (geography) checks to set and hold course (see that skill entry on page 86).

Swimming Goggles: This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8×10 feet. Swimming goggles don't make it any easier to see through murky or fast-moving water.

Hat, Bicorne: A bicorne is a semicircular hat usually worn by captains and admirals. It is braided and showy, the better to call out the high rank of its wearer.

Hat, Tricorne: A tricorne is the classic three-cornered hat. It is generally worn by the upper classes and can be both civilian and military garb. A tricorne can range from a simple leather or felt version to a very fancy silk item with feathers. The price given here is for a well-made felt tricorne.

Oilskin Suit: Inhabitants of rainy climates and misty seacoasts, and those who make their living from the sea, need reliable clothing to keep out the dampness and chill. An oilskin suit consists of high boots, heavy trousers, a long coat or cape, and a wide-brimmed hat. These garments are made of heavy-duty cloth such as cotton or linen, then waterproofed with flaxseed oil.

Stinkpot: This is a simple chemical weapon, consisting of a clay jar filled with a mix of noxious substances. When set alight, the mixture produces a foul-smelling smoke that fills a 10-foot cube (as a *fog cloud* spell, except that a moderate or stronger wind disperses the smoke in 1 round). Each living creature within the smoke must succeed on a DC 15 Fortitude save or become sickened as long as it remains and for 1d4+1 rounds after it leaves. Each round a creature remains within the smoke, it must make another save.

The pot's contents are consumed in 3 rounds, and the vapors disperse naturally. Lighting a stinkpot is a standard action that provokes attacks of opportunity.

Illus. by W. England

Illus. by D. Griffith

Clerics and wizards of the undersea races are renowned for their command of powerful and mysterious magic. Many sea-bottom explorers and Underdark adventurers have perished under the blasphemous spells and rites of Blibdoolpoolp's mad priests or Umberlee's monstrous devotees. Surface-dwellers who must live and work upon the sea have spent generations propitiating the cruel and capricious gods of the ocean and mastering spells designed to protect them from the sea's wrath.

NEW DOMAINS

The sea deities introduced in Chapter 3 offer several unusual domains to their clerics, ranging from the cold and lightless powers of the deep abyss to the wild and unfettered might of the ocean storm.

BLACKWATER DOMAIN

Deities: Blibdoolpoolp, Sekolah, Yeathan

Granted Power: You are immune to pressure damage from descending into even the greatest of oceanic depths.

Blackwater Domain Spells

1 **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2 **Pressure Sphere***: Water pressure deals 4d6 damage to submerged targets.
3 **Evard's Black Tentacles:** Tentacles grapple all within 20-ft. spread.
4 **Transformation of the Deeps***: Grant water breathing, darkvision, and pressure immunity to one creature/3 levels.
5 **Blackwater Tentacle***: Create blackwater tentacle that attacks your foe.
6 **Blackwater Taint***: *Desecrate* water, deal 1d6/2 levels negative energy damage, bestow a negative level.
7 **Dark Tide***: Infuse water over a large area with negative energy, causing weakness and 1d6 damage/hour.
8 **Maelstrom***: Conjures a deadly whirlpool to suck in and batter foes.
9 **Doom of the Seas***: Summons a fiendish kraken under your command.

*New spell described in this chapter.

OCEAN DOMAIN

Deities: Aventernus, Deep Sashelas, Ishtishia, Umberlee, Valkur, Whale Mother

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to 10 rounds per level. This effect occurs automatically as soon as it becomes applicable and lasts until the duration expires or the effect is no longer needed. This duration need not be consecutive; it can be used in increments as small as 1 round.

Ocean Domain Spells

1 **Endure Elements:** Exist comfortably in hot or cold environments.
2 **Sound Burst:** Deals 1d8 sonic damage to subjects; might stun them.
3 **Water Breathing:** Subjects can breathe underwater.
4 **Freedom of Movement:** Subject moves normally despite impediments.
5 **Wall of Ice:** Creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
6 **Otiluke's Freezing Sphere:** Freezes water or deals cold damage.
7 **Waterspout*:** Water rises up into a whirling vortex that deals 3d8 damage and sucks creatures in.
8 **Maelstrom*:** Conjures a deadly whirlpool to suck in and batter foes.
9 **Elemental Swarm*:** Summons multiple water elementals.
*New spell described in this chapter.

SEAFOLK DOMAIN

Deities: Aventernus, Eadro, Whale Mother

Granted Power: You gain Expert Swimmer or Rapid Swimming (your choice) as a bonus feat.

Seafolk Domain Spells

1 **Quickswim*:** Your swim speed increases by 10 ft.
2 **Fins to Feet*:** Transforms tails, tentacles, or finned extremities into humanoid legs and feet.
3 **Scales of the Sealord*:** Add 10 ft. to swim speed or gain swim speed of 15 ft.; add natural armor bonus +1/3 levels.
4 **Siren's Call*:** Compel one creature/2 levels to submerse itself.
5 **Commune with Nature:** Learn about terrain for 1 mile/level.
6 **Airy Water*:** Turn normal water into a breathable substance; negate underwater movement and melee attack penalties.
7 **Megalodon Empowerment*:** Gain scent, water breathing, swim speed for 1 hour/level.
8 **Depthsurge*:** Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.
9 **Foresight:** Sixth sense warns of impending danger.
*New spell described in this chapter.

STORM DOMAIN

Deities: Ishtishia, The Mockery, Procan, Umberlee

Granted Power: You gain resistance to electricity 5.

Storm Domain Spells

1 **Entropic Shield:** Ranged attacks against you have 20% miss chance.
2 **Gust of Wind:** Blows away or knocks down smaller creatures.
3 **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4 **Sleet Storm:** Hampers vision and movement.
5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 feet across.
6 **Call Lightning Storm:** As call lightning, but 5d6 damage per bolt.
7 **Control Weather:** Changes weather in local area.
8 **Whirlwind:** Cyclone deals damage and can pick up creatures.
9 **Storm of Vengeance:** Storm rains acid, lightning and hail.

BARD SPELLS

1ST-LEVEL BARD SPELL

Quickswim: Your swim speed increases by 10 ft.

2ND-LEVEL BARD SPELL

Jig of the Waves: Force creatures to dance a jig which causes penalties and forces random movement.

3RD-LEVEL BARD SPELLS

Detect Ship: Detect and identify ships.

Roar of the Waves: Make one target/2 levels deafened and shaken.

Siren's Call: Compel one creature/2 levels to submerse itself.

4TH-LEVEL BARD SPELL

Flowsight: You can scry creatures in contact with a body of water.

6TH-LEVEL BARD SPELL

Rapture of the Deep: Target becomes comatose.

CLERIC SPELLS

3RD-LEVEL CLERIC SPELL

Air Breathing: Subject breathes air as easily as water.

DRUID SPELLS

1ST-LEVEL DRUID SPELLS

Kuo-Toa Skin: Subject gains +8 on Escape Artist checks and cannot be snared by webs.

Quickswim: Your swim speed increases by 10 ft.

Webfoot: Target gains +4 on Swim and is less hindered by bog terrain.

2ND-LEVEL DRUID SPELLS

Fins to Feet: Transforms tails, tentacles, or finned extremities into humanoid legs and feet.

Jaws of the Moray: Subject gains a bite attack.

Pressure Sphere: Water pressure deals 4d6 damage to submerged targets.

Swim: Subject gains swim speed and +8 bonus on Swim checks.

Tern's Persistence: Subject can travel overland 50% longer without fatigue.

Tojanida Sight: Gain all-around vision.

Urchin's Spines: Target grows spines that damage opponents.

3RD-LEVEL DRUID SPELLS

Air Breathing: Subject breathes air as easily as water.

Favorable Wind: Produces a strong wind that lasts 10 min./level.

Scales of the Sealord: Add 10 ft. to swim speed or gain swim speed of 15 ft.; add natural armor bonus +1/3 levels.

4TH-LEVEL DRUID SPELLS

Control Currents: Changes current direction and speed.

Thalassemia: Turns blood to seawater, dealing 1d6/level damage.

Wake Trailing: You can track a ship across the sea.

5TH-LEVEL DRUID SPELLS

Blackwater Tentacle: Create blackwater tentacle that attacks your foe.

Flowsight: You can scry creatures in contact with a body of water.

Transformation of the Deeps: Grant water breathing, darkvision, and pressure immunity to one creature/3 levels.

6TH-LEVEL DRUID SPELLS

Mudslide: Landslide buries, mires creatures within a 40-ft. radius.

Stormwalk: Teleport yourself and one creature/2 levels from a storm.

7TH-LEVEL DRUID SPELL

Waterspout: Water rises up into a whirling vortex that deals 3d8 damage and sucks creatures in.

8TH-LEVEL DRUID SPELLS

Depthsurge: Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.

Megalodon Empowerment: Gain scent, water breathing, swim speed for 1 hour/level.

Red Tide: Creates a surge of tainted water that sickens, weakens, and nauseates.

9TH-LEVEL DRUID SPELL

Doom of the Seas: Summons a fiendish kraken under your command.

PALADIN SPELLS

2ND-LEVEL PALADIN SPELL

Steed of the Seas: Make your special mount amphibious.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Kuo-Toa Skin: Subject gains +8 on Escape Artist checks and cannot be snared by webs.

Quickswim: Your swim speed increases by 10 ft.

Tern's Persistence: Subject can travel overland 50% longer without fatigue.

Urchin's Spines: Target grows spines that damage opponents.

Webfoot: Target gains +4 on Swim and is less hindered by bog terrain.

2ND-LEVEL RANGER SPELL

Tojanida Sight: Gain all-around vision.

3RD-LEVEL RANGER SPELLS

Scales of the Sealord: Add 10 ft. to swim speed or gain swim speed of 15 ft; add natural armor bonus +1/3 levels.

Wake Trailing: You can track a ship across the sea.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

Trans **Quickswim:** Your swim speed increases by 10 ft.
Wave Blessing. Keeps one creature/level from sinking.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Stormrunner's Ward:** Add +4 (+1/4 levels) to ship's checks to weather storms.
Turbidity: Water surrounding you becomes cloudy, granting concealment.

Evoc **Pressure Sphere:** Water pressure deals 4d6 damage to submerged targets.

Trans **Fins to Feet:** Transforms tails, tentacles, or finned extremities into humanoid legs and feet.
Jaws of the Moray: Subject gains a bite attack.
Kuo-Toa Skin: Subject gains +8 on Escape Artist checks and cannot be snared by webs.
Sink: Subject loses buoyancy.
Swim: Subject gains swim speed and +8 bonus on Swim checks.
Tern's Persistence: Subject can travel overland 50% longer without fatigue.
Urchin's Spines: Target grows spines that damage opponents.

3RD-LEVEL SORCERER/WIZARD SPELLS

Div **Detect Ship:** Detect and identify ships.

Evoc **Favorable Wind:** Produces a strong wind that lasts 10 min./level.

Trans **Air Breathing:** Subject breathes air as easily as water.
Water to Acid: Transforms 1 cu. ft./level of water into acid.

4TH-LEVEL SORCERER/WIZARD SPELLS

Ench **Siren's Call:** Compel one creature/2 levels to submerse itself.

Illus **Disguise Ship:** Disguises a ship.

Necro **Aboleth Curse:** Subject's skin undergoes a horrible transformaton.

5TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Blackwater Tentacle:** Create blackwater tentacle that attacks your foe.

Div **Flowsight:** You can scry creatures in contact with a body of water.

Necro **Thalassemia:** Turns blood to seawater, dealing 1d6/level damage.

Trans **Airy Water:** Turn normal water into a breathable substance; negate underwater movement and melee attack penalties.
Transformation of the Deeps: Grant water breathing, darkvision, and pressure immunity to one creature/3 levels.

6TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Mudslide:** Landslide buries, mires creatures within a 40-ft. radius.

Necro **Blackwater Taint:** *Desecrate* water, deal 1d6/2 levels negative energy damage, bestow a negative level.

7TH-LEVEL SORCERER/WIZARD SPELL

Conj **Waterspout:** Water rises up into a whirling vortex that deals 3d8 damage and sucks creatures in.

8TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Mordenkainen's Capable Caravel:** Creates magical ship with extradimensional staterooms.
Stormwalk: Teleport yourself and one creature/2 levels from a storm.

Evoc **Depthsurge:** Water slam deals 2d6 + caster level damage to all within 20-ft. radius, pushes targets back, sinks ships.

9TH-LEVEL SORCERER/WIZARD SPELL

Conj **Planar Navigation:** Send a whole ship to another plane.

SPELLS

The spells herein are presented in alphabetical order .

ABOLETH CURSE

Necromancy
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

You bestow a dreadful affliction on the creature you touch, similar to the effect of an aboleth's foul contact. The skin of the target creature transforms into a transparent, glistening membrane. A creature so transformed must keep this membrane moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. In addition, its natural armor bonus (if any) decreases by 1, but it can never drop below 0. This transformation does not affect natural armor bonuses provided by magic items.

This curse cannot be dispelled, but it can be removed with a *remove curse* spell if cast within 24 hours. Afterward, only a *heal, mass heal,*

limited wish, *miracle*, or *wish* spell can remove the affliction.

AIR BREATHING

Transmutation [Air]
Level: Cleric 3, druid 3, sorcerer/wizard 3
Components: S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Living creatures touched
Duration: 2 hours/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature can breathe air freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Air breathing counters and dispels *water breathing*.

Arcane Material Component: A tiny vial of water.

AIRY WATER

Transmutation [Air, Water]
Level: Seafolk 6, sorcerer/wizard 5
Components: S, M
Casting Time: 1 standard action
Range: 0 ft.
Area: 20-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell turns normal water (or watery solutions) into a frothy substance that is as breathable as air. Both air-breathing and water-breathing creatures within the area can breathe normally.

Moving through *airy water* is easier than moving through normal water. Swimmers make a DC 10 Swim check once per round; they swim at their normal speed on a success, or half their normal speed on a failure. Creatures with a swim speed can simply use their swim speed without penalty. Creatures can instead use their land speed to move along the bottom at their normal speed. Creatures walking on the bottom do not pay any movement penalty for walking on sand, stone, or pebble seafloor and only pay 2 squares of movement per square of muck or mud entered (see Marine Dungeon Terrain on page 21).

Finally, *airy water* negates underwater combat penalties for all melee attacks, although ranged attacks still take the normal underwater penalty.

The spell does not filter or purify solid particles, so casting *airy water* on very turbid liquids, for example, would produce an area filled with dust or smoke (and impose similar penalties).

Material Component: A small handful of alkaline salts.

BLACKWATER TAINT

Necromancy [Evil, Water]
Level: Blackwater 6, sorcerer/wizard 6
Components: V, S, M

Illus. by F. Hooper

Mialee and Tordek explore the seafloor with an airy water spell

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft. radius
Duration: 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

In the dark, sunless abysses of the deep ocean, shadows gather, the cold beckons, and the corpses of many things in the oceans lie slowly rotting. These black waters are often poisoned with the energies of undeath. When this spell is cast, you call up the cold blackness of those stygian depths, infusing the waters in the spell's area with negative energy. Those in or entering the area must make a Fortitude save to resist its terrible power.

Those who fail the save are chilled to the bone, taking 1d6 points of damage per two levels (to a maximum of 10d6) and gain a negative level. Those who make the save take half damage and avoid the negative level. All undead in the area are healed of 1d6 points of damage per two caster levels (maximum of 10d6). Furthermore, the spell's area is treated as though there were a *desecrate* spell active within it.

This area of blackwater remains in place for the spell's duration, affecting creatures who enter the area in subsequent rounds. A creature can only be affected once by the spell, regardless of success or failure on the saving throw, so creatures who leave and reenter the area take no additional effect (although the *desecrate* effect remains throughout the spell's duration).

Material Component: Bone or scale of a fish that dwells in the deep, sunless parts of the ocean.

BLACKWATER TENTACLE

Conjuration (Creation) [Evil, Water]
Level: Blackwater 5, druid 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One tentacle
Duration: 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: No

You create a tentacle-shaped mass of blackwater, drawn from the deepest ocean trenches, to attack an enemy as you direct it. The tentacle appears at a particular point within range and can't move from that location. It attacks the opponent you designate once each round, starting with the round the spell is cast. It has a reach of 20 feet (though it can't make attacks of opportunity).

Its attack bonus is equal to your caster level plus the ability modifier you would normally use to set the save DC (Wisdom for cleric or druid, Intellgence for wizard, Charisma for sorcerer). The tentacle deals 2d8 + caster level (max. +20) points of damage with a successful hit. Any Large or smaller creature hit by a blackwater tentacle must succeed on a Fortitude save or gain a negative level. Multiple hits by the same tentacle are cumulative, but the negative levels last only for the duration of the spell.

The tentacle never provides nor benefits from a flanking bonus. Once a tentacle has been directed to attack a foe, it continues to do so until the spell is redirected to a new target (a move action).

The tentacle has 5 hit points per caster level and an AC of 10 + your caster level. It automatically fails all saves. If reduced to 0 hp, the tentacle is destroyed.

Material Component: Powdered squid beak and a single dried sucker from a kraken's tentacle.

CONTROL CURRENTS

Transmutation [Water]
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Area: 20-ft./level radius emanation centered on you
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

You alter the flow of water in the area surrounding you. You can change the direction of an existing current, boost its strength, or cause still water to flow at a desired rate. The new current speed and direction persists until the spell ends or you decide to alter the effect, which requires concentration. You can choose to create an area of calm water up to 80 feet in diameter at the center of the affected area if you so desire, and you can create a limited effect in a smaller circular area within the spell's range.

Current Direction: You can choose one of two basic current patterns to function over the spell's area.

- You can direct the current to flow in one direction across the entire area from one side to the other.
- You can create a rotation, causing the water to swirl around the center in a clockwise or counterclockwise direction.

Current Strength: For every three caster levels, you can increase or decrease the current's speed by 10 feet. For example, a 9th level druid could increase the speed of a vigorous current (20 feet per round) to a dangerous current (50 feet per round) or reduce it to calm, placid water. See Currents and Streams, page 10, for more information about current strength and Swim checks.

DARK TIDE

Necromancy [Evil, Water]
Level: Blackwater 7
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Area: One-half mile radius spread
Duration: 1 hour/level (D)
Saving Throw: Fortitude half
Spell Resistance: Yes

You infuse the target area with the enervating essence of the blackwater depths, creating a tide of blackwater that spreads out from the designated point of origin at a rate of 100 feet per round until it fills the entire area. The water is black and terribly chilling, and its touch causes a sense of fear in those affected by it.

Those within the area must make a Fortitude save when they first enter the blackwater (or when it first surrounds them). Failure indicates that they take 1 point of Strength damage. Additionally, every creature in the area takes 1d6 points of negative energy damage for every hour they remain in the dark, murky waters (no save). Spells that protect against negative energy damage will prevent the Strength damage.

Creatures who take damage from the *dark tide* are considered shaken as long as they remain in the area.

This spell is a favored first move by sahuagin and other blackwater-dwelling creatures before they attack the settlements of their enemies.

DEPTHSURGE

Evocation [Water]
Level: Druid 8, Seafolk 8, sorcerer/wizard 8
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20 ft. radius
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

The water within the area suddenly explodes outward in a massive surge, as if driven by a powerful explosion. Each creature or object in the area is subject to damage equal to 2d6 + caster level. Any creature struck by this attack must then succeed on a Fortitude save or be driven 10 feet away from the center of the blast.

If a ship is in the area, the captain must immediately make a sinking check (DC equal to spell save DC). See Sinking, page 32.

At least half of the spell's area must contain water at least 10 feet deep, or else the spell fails. You must center the effect at or below the water's surface.

Material Component: A sphere of volcanic rock.

DETECT SHIP

Divination
Level: Bard 3, sorcerer/wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Special
Target: You
Duration: 24 hours (D)
Saving Throw: None
Spell Resistance: No

You gain the ability to discern the presence of ships around you. You perceive ships located within a distance of 1 mile per caster level, regardless of current visibility (or even whether or not they are beyond the horizon). You need not be seeking them to become aware that they are there—this spell will alert you to the presence of a ship if you are below decks or asleep. Exactly what can be ascertained depends on whether the ships in question are within sight or not yet visible.

Not Visible: You sense only the presence of ships other than your own in the area. A DC 15 Profession (sailor) check allows you to determine the number, direction, and range to each new ship you sense. If you sense a ship's direction and range, you continue to be aware of this information until the other ship is no longer in range of the spell.

Within Sight: If a ship is actually within sight, you can gain additional information by studying the vessel for 1 round. You need not be able to see the vessel clearly—a spot on the horizon is sufficient. A Profession (sailor) check gives you information about the ship or ships:

Check Result	Information
10	Type of ship
12	Course, speed, and time to intercept (if possible)
15	What kind of weaponry the ship is carrying
18	Ship's name
20	Any signs of allegiance (pirate flags, symbols of nation of origin, etc.)
25	Port of call of the sighted ship

This spell cannot penetrate illusions.

Focus: A small disk of ground glass, hung on a golden chain and worn about the neck while the spell is in effect. This focus is worth 50 gp.

DISGUISE SHIP

Illusion (Glamer)
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One ship
Duration: 1 hour/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

You cloak a ship in illusion, making it appear as a ship of another type of your choice. You can choose what it appears as down to small details such as what weaponry it bears and what flags it is flying. You can make the ship to be any other water-going vessel, though it cannot seem to be more than 50% smaller or larger.

Creatures within the area are not hidden or changed in appearance, nor are their possessions.

Material Component: A tiny replica of a ship.

DOOM OF THE SEAS

Conjuration (Summoning) [Evil]
Level: Blackwater 9, druid 9
Components: V, S, DF, XP
Casting Time: 1 full round
Range: Touch
Effect: One summoned creature
Duration: 1 round/level (D)

Saving Throw: None
Spell Resistance: No

It is said that in the deepest recesses of blackwater caverns dwell krakens of immense power, horrific creatures touched by malevolent extraplanar powers. Though this might certainly be true, it is likely that most experiences with such creatures comes as a result of this spell.

With this spell, you summon a fiendish kraken from the depths. (The statistics block for this creature appears below.) The doom of the seas obeys you for the duration of the spell.

XP Cost: 500 XP.

FAVORABLE WIND

Evocation [Air]
Level: Druid 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: 10 min./level (D)
Saving Throw: Fortitude negates
Spell Resistance: No

This spell produces a stream of wind that can fill a ship's sails, disperse vapors and gases, and keep flying creatures at bay. The wind force is strong, with a speed of about 30 mph. It begins where you stand and blows directly away from you; you can easily propel a sailing vessel by standing astern of the mast and directing the wind forward to fill the sails.

Tiny or smaller creatures in the path of the wind are knocked prone, or if flying are blown back 1d6×10 feet.

Small creatures are checked and cannot make headway against the wind. Small airborne creatures are instead blown back 1d6×5 feet.

Medium and larger creatures can move normally within the effect.

A *favorable wind* can't push a creature beyond the limit of its range.

Any creature, regardless of size, takes a –2 penalty on ranged attacks

DOOM OF THE SEAS, FIENDISH KRAKEN — CR —

NE Gargantuan outsider (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +30, Spot +30

AC 23, touch 8, flat-footed 21
hp 310 (20 HD); **DR** 10/magic
Immune poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 30
Fort +21, **Ref** +14, **Will** +13

Speed swim 30 ft. (6 squares)
Melee 2 tentacles +30 (2d8+14/19–20) and 6 arms +25 (1d6+7) and bite +25 (4d6+7)
Space 20 ft; **Reach** 15 ft. (tentacle 60 ft., arm 30 ft.)
Base Atk +20; **Grp** +46
Atk Options Blind-Fight, Combat Expertise, Improved Trip, smite good 1/day (+6 attack, +20 damage)
Special Actions constrict 2d8+14 (tentacle) or 1d6+7 (arm), improved grab, ink cloud, jet
Spell-Like Abilities (CL varies):
1/day (CL 20th)— *blasphemy* (DC 23), *contagion* (DC 19), *desecrate, destruction* (DC 23), *horrid wilting* (DC 24), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 20)
1/day (CL 9th)—*control weather, control winds, dominate animal* (DC 19), *resist energy*
3/day (CL 20th)—*darkness, poison* (DC 20), *unholy aura* (DC 24)

Abilities Str 38, Dex 14, Con 30, Int 25, Wis 20, Cha 22
SQ half-fiend traits
Feats Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Skills Concentration +33, Diplomacy +31, Heal +28, Hide +13, Intimidate +29, Knowledge (geography) +30, Knowledge (nature) +32, Knowledge (the planes) +30, Listen +30, Search +30, Sense Motive +28, Spot +30, Survival +28, Swim +37, Use Magic Device +29

Tentacles: Tentacles and arms can be severed by treating them as though they were weapons and sundering them. Tentacles have 20 hp, and arms have 10 hp.
Constrict (Ex): The Doom of the Seas deals automatic arm or tentacle damage plus constrict damage with a successful grapple check.
Improved Grab (Ex) To use this ability, the Doom of the Seas must hit an opponent of any size with its arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.
Ink Cloud (Ex): The Doom of the Seas can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the creature normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.
Jet (Ex): The Doom of the Seas can jet backward once per round as a full-round action, moving in a straight line at a speed of 280 feet. This does not provoke attacks of opportunity.
Half-Fiend Traits: Unlike most half-fiends, the Doom of the Seas does not possess wings. It does, however, have webbing between its tentacles that augments its swim speed. All the Doom of the Seas' attacks are considered magic weapons for the purpose of overcoming damage reduction.
Skills: The Doom of the Seas has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

and on Listen checks in the area of a *favorable wind*.

The wind automatically extinguishes candles, torches, and similar unprotected flames.

In addition to the above-noted effects, *favorable wind* can do anything that a strong natural wind could do. It can fan a large fire, disperse gases and vapors to the limit of its range in 1 round, and make sailing difficult for small craft nearby.

FINS TO FEET

Transmutation
Level: Seafolk 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell transforms tails, tentacles, or finned extremities into humanoid legs and feet. Creatures so affected lose any natural swim speed they possess but gain a land speed instead. Transmuted Medium creatures have a base land speed of 30 feet, Small and smaller creatures have a base land speed of 20 feet, and Large or larger creatures have a base land speed of 40 feet.

The creature loses any natural attacks based on its tail or tentacles.

FLOWSIGHT

Divination (Scrying)
Level: Bard 4, druid 5, sorcerer/wizard 5
Components: V, S, M/DF
Casting Time: 1 minute
Range: Touch
Area: 60-ft. radius
Duration: 1 round/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

By touching a nearby source of water—a standing pool, a stream, or even a portion of a larger body of water—you can perceive creatures and objects in contact with the water.

You can concentrate to focus *flowsight* on a given creature. You retain your full visual acuity, including any magical effects, as well as any auditory enhancements you might have. This action makes the subject potentially aware of the magical scrying; on a Will save, it prevents you from learning more about it, and you cannot try again on that subject for 24 hours. However, you can turn your consciousness to another subject in contacted with the water and make a new scrying attempt each round.

Arcane Material Component: A piece of limestone.

JAWS OF THE MORAY

Transmutation
Level: Druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the subject a bite attack, which deals damage as indicated below. As a primary attack, it adds the creature's Strength modifier to damage. It can also be used as a secondary natural attack in conjunction with a manufactured weapon. Such secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon would do, but the subject takes the usual –5 penalty (or –2 with the Multiattack feat) for the bite attack when used as a secondary natural attack.

If the subject hits with its bite attack, it attaches itself to the foe and deals automatic bite damage each round it remains attached. It does not need to make a grapple check, and it does not provoke attacks of opportunity. An attached attacker loses its Dexterity bonus to Armor Class. It cannot use other weapons while attached, but each attack upon from the grappled foe requires a successful grapple check. Others can attack an attached creature with a weapon or grapple. To remove the attached creature through grappling, the opponent must achieve a pin against it.

A creature with a natural bite attack can use its own bite damage, if greater, but still gains the ability to attach itself.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

JIG OF THE WAVES

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One or more creatures in a 10-ft.-radius burst
Duration: Concentration + 1d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

You cause one or more creatures to begin dancing a merry jig. This spell affects a number of HD of creatures equal to the caster level. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Those who are dancing receive a –2 penalty on attack rolls, saving throws, skill checks, ability checks and Armor Class for the time that they dance. Though they can take

actions normally (using the penalties given above), their movement is not their own.

Each round, a creature affected by this spell must take a move action to move half her speed in a random direction. If this movement would place the target in danger (such as dancing into a fire or off the deck), the dance causes the target to stop just short of the threat. Targets can still take their actions, either before or after their movement as they choose.

KUO-TOA SKIN

Transmutation
Level: Druid 1, ranger 1, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's skin, as well as clothing, armor, and other personal effects (including worn magic items), take on an oily sheen like the slippery skin of kuo-toas. For the duration of the spell, the subject gains a +8 bonus on Escape Artist checks and cannot be snared by webs (magical or otherwise).

Arcane Material Component: A kuo-toa scale.

MAELSTROM

Conjuration (Creation) [Water]
Level: Blackwater 8, Ocean 8
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: Whirlpool 120 ft. wide and 60 ft. deep
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

This spell causes a deadly vortex to form in water. A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make Reflex saves or be sucked in. These creatures take 3d8 points of damage upon being sucked in. Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw.

Once inside, creatures and objects take 3d8 points of battering damage each round. They remain trapped for 2d4 rounds. Subjects of Large or smaller size are ejected from the bottom of the vortex. Huge, Gargantuan, or Colossal subjects are ejected from the top.

MEGALODON EMPOWERMENT

Transmutation
Level: Druid 8, Seafolk 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or 1 round/level (D)

The mighty megalodon is a terror to most things that swim. However, it is also undeniably perfect in its form, made to be the ultimate hunting machine. When this spell is cast, you take on some of the essence of this greatest of sharks. You become a predator without peer, capable of finding and destroying your prey.

When the spell is initially cast, you take what is called the Form of the Hunter: your features undergo a subtle change, becoming more angular. Your skin darkens to a blue-black hue and becomes slightly rough to the touch. Your sense of smell sharpens, granting you the scent special ability and a +10 racial bonus to Survival checks for the purpose of tracking by scent. Additionally, your swim speed increases by 10 feet; if you do not already possess a swim speed then you gain a swim speed equal to your normal land movement. You also gain the ability to breathe water. You can retain this form for up to 1 hour per caster level (as noted above).

At any time during the spell's duration, you can shift into the terrible Form of the Killer as a standard action. Doing so dramatically reduces the remaining time of the spell, however, reducing it to 1 round per caster level, regardless of how much time was originally remaining.

In the Form of the Killer, you swell in size, increasing by one size category (see page 291 of the *Monster Manual* for guidelines on changes to abilities and traits for such a change). You retain the scent and swim speed benefits of the Form of the Hunter, and the rough hide of the megalodon fully manifests—those who strike you with unarmed or natural attacks must make a Reflex save or take 1d4 points of damage.

You also gain bite and claw natural attacks and are considered to have the Multiattack feat for the purpose of using them. These natural attacks deal damage according to your new size (see page 296 of the *Monster Manual* for details): for a Medium caster, this gives a bite attack for 1d8 points of damage and two claw attacks for 1d6 points of damage).

Finally, your base attack bonus equals your character level, you gain a +4 natural armor bonus (in addition to that gained from the size increase), and you gain a +3 competence bonus on Fortitude and Reflex saves.

You lose the ability to cast spells (but not to use spell-like abilities). If you possess the wild shape ability, you can assume the shapes of animals one size category larger than normal.

Assuming the Form of the Killer lasts for the duration of the spell—once it has been done, you cannot

return to the Form of the Hunter without recasting.

Material Component: A *potion of water breathing* and three teeth from a shark of at least Large size.

MORDENKAINEN'S CAPABLE CARAVEL

Conjuration (Creation)
Level: Sorcerer/wizard 8
Components: V, S, F
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ship plus extradimensional space, up to three 10-ft. cubes/level (S)
Duration: 1 day/2 levels (D)
Saving Throw: None
Spell Resistance: No

You conjure into existence a fine, seaworthy ship to carry you and your companions safely and comfortably.

A caravel is a fairly small, double-decked sailing ship (see page 98 for more information). It holds a generous amount of cargo and offers cramped quarters for crew and passengers. The ship produced by this spell has even more room for cargo and passengers, contained within an extradimensional space.

The entry point to this space is a hatch on the aft upper deck. Lifting the hatch reveals a set of wooden stairs, which descend about 6 feet to a horizontal shimmering in the air about 4 feet wide. Only those you designate can enter this space, and the extradimensional portal is shut and made invisible behind you when you enter. Those without authorization to enter instead continue descending the steps to an ordinary cargo hold. You can open the portal again from your own side at will.

Those who pass beyond the portal's entrance find themselves in a magnificent foyer with many staterooms whose doors open from this space. The atmosphere is clean, fresh, and warm.

You can create any deck plan you desire within the limit of the spell's effect. The cabins are furnished, and the galley contains sufficient foodstuffs and preparation equipment to serve three full meals per day per person per caster level. A staff of near-transparent pursers (up to two per caster level), liveried and obedient, wait upon all who enter. They function as *unseen servant* spells except that they are visible and can go anywhere within the extradimensional space.

Since the place can be entered only through its special portal, outside conditions do not affect the passenger space, nor do conditions inside it pass to the plane beyond. Bad weather or other marine hazards can still threaten the vessel, but even if it sinks, the passenger space remains safe and isolated (though exiting it might prove difficult).

The ship is crewed by a minimum complement of spectral deckhands, which perform the basic tasks of maintenance. These, like the cabin servants, behave as *unseen servants* but can travel anywhere on board ship and can enter the extradimensional space if you so direct. The spectral deckhands respond to the direction of the helmsman, reducing the number of crew necessary to control the caravel to 1. If you do not provide a real helmsman, the ship will steer itself on the last course a living helmsman provided but will not be able to avoid collisions or hazards or adjust to changing conditions.

Focus: A miniature ship carved from mahogany, rigged with silk sails and gold thread, with a total value of 500 gp.

MUDSLIDE

Conjuration (Creation) [Earth, Water]
Level: Druid 6, sorcerer/wizard 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10. ft./level)
Effect: 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half; see text
Spell Resistance: No

You create a landslide of mud and water, which crushes, buries, and mires those caught in its path. The mud covers the area of the spell to a depth of about 10 feet (although it might fill low-lying areas or fail to cover high points in the area, at the DM's discretion).

Creatures within the spell's effect must make a Reflex save. Those who fail take 8d6 points of damage and are buried (see Avalanches on page 90 of the *Dungeon Master's Guide*). Those who succeed take 3d6 points of damage and are not buried. Creatures of the fire subtype who are actually aflame (such as salamanders, azers, and fire elementals) instead take 8d8 or 3d8 points of damage, respectively. A creature who escapes burial ends up on top of the mudslide, mired in deep mud.

After the initial slide, the mudslide persists indefinitely, producing an area of deep bog (average depth 10 feet) until the water in it evaporates. It requires 4 squares of movement to enter 1 square of deep bog, and running or charging are impossible in the area. Underwater, the mudslide remains indefinitely, producing an area of deep muck. It costs 2 squares of movement to enter a square containing deep muck, the DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Aboveground, the mud normally dries out in 2 to 3 days. A *transmute mud to rock* spell hardens the slide into stone, trapping any creatures still within.

PLANAR NAVIGATION

Conjuration (Teleportation)
Level: Sorcerer/wizard 9
Components: V, S, F/DF
Casting Time: 1 minute
Range: Touch
Target: One ship
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You move yourself and the contents of an entire ship to another plane of existence. When you begin casting the spell, a fog descends about the vessel, and clears within a minute. The ship always appears on a body of water large enough for the ship to sit in safely, unless the destination plane has no body of water large enough to hold the ship, in which case the ship simply materializes right side up, lying on the ground. If the destination plane is one that possesses an ocean, the ship automatically appears there.

Note that this spell does not grant the ship or its inhabitants any ability to survive on the destination plane—the ship simply appears in the plane upon a body of water (or, in the case of planes that are made up of nothing but water, *in* the water).

Any characters or creatures aboard unwilling to move to the new plane are entitled to a Will saving throw to resist the effect, but might find themselves floating in the water when the ship vanishes from around them.

Arcane Focus: A sextant (see page 108).

PRESSURE SPHERE

Evocation [Water]
Level: Blackwater 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell suddenly causes the water around a target to take on the terrible, bone-crushing pressure of the deepest ocean trenches. This pressure deals 4d6 points of damage (Fortitude save for half).

The area of the spell can be constrained by the available water; it has no effect on creatures or objects that are within the radius but not in the water, or on squares of water that are not at least 5 feet deep. The spell must be centered at or below the surface of the water.

Illus. by F. Voywinkel

Pressure sphere crushes a merrow

QUICKSWIM

Transmutation
Level: Bard 1, druid 1, ranger 1, Seafolk 1, sorcerer/wizard 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

This spell increases your base swim speed by 10 feet; this adjustment counts as an enhancement bonus. It has no effect on other modes of movement, such as land speed, burrow, climb, or fly. If you do not have a swim speed, you gain no benefit from this spell.

Arcane Material Component: A scale from any fish.

RAPTURE OF THE DEEP

Enchantment (Charm) [Mind-Affecting]
Level: Bard 6
Components: V, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10. ft./level)
Area: One living creature
Duration: Permanent (D)
Saving Throw: Will negates
Spell Resistance: Yes

You fill the target creature's thoughts and ears with the sublime music of the deep waters. The creature is completely immersed in this sensation and does nothing but experience it fully. It enters a comatose state and cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, so elves and dragons are not immune to it. *Dispel magic* and *break enchantment* cannot remove this effect, but a *heal*, *limited wish*, *miracle*, or *wish* spell restores the creature to consciousness.

An air-breathing creature in the water affected by this spell begins to sink and will drown if not rescued. A flying creature immediately falls and might take falling damage. Damage does not awaken the charmed creatures.

Focus: A conch shell.

RED TIDE

Evocation [Water]
Level: Druid 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Burst in the shape of a circular disk, 10 ft. wide/level, 5 ft. high
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

This visually impressive spell causes a surging, frothing wave of thick, red

seawater that washes over everything in the area. All creatures in the area of a *red tide* are immediately knocked prone and must make a Fortitude saving throw. Flying or swimming creatures in the area aren't knocked prone, but they take a –4 penalty on the Fortitude save.

A living creature who makes its Fortitude save against a *red tide* is sickened for 1 minute and takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for that time. A creature who fails this saving throw feels the full effect of the *red tide*. Such creatures are immediately nauseated for 1 minute (unable to attack, cast spells, or concentrate), and they take 3d6 points of Strength damage. After 1 minute the nausea ends, but the creature must make a second Fortitude saving throw or take an extra 3d6 points of Strength damage. Creatures immune to poison are immune to these effects of a *red tide*.

The tainted water evoked by this spell vanishes after a few seconds of turbulence, and any objects or creatures in the area do not emerge wet. All open flames in the area are nevertheless extinguished if they fail a Reflex save, and all creatures with the fire subtype take 1d6 points of damage per caster level (maximum 20d6; Fort save half).

ROAR OF THE WAVES

Illusion (Pattern) [Fear, Mind-Affecting, Sonic]
Level: Bard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One target/2 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: Will partial; see text
Spell Resistance: Yes

The ocean's voice is a terrible and majestic thing. Bards understand the power of the ocean's song and have harnessed that in this spell.

The targets of this spell are suddenly bombarded by the sound of the roaring ocean. The target is deafened for the duration of the spell. Additionally, each target must make a Will save or be shaken.

This sound can be heard by anyone within 30 feet of the targets, but only those actually targeted are affected.

Material Component: Pieces of shell that have been battered by the surf.

SCALES OF THE SEALORD

Transformation
Level: Druid 3, ranger 3, Seafolk 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

You transform yourself into a form better suited to the watery environment, growing shimmering scales and gaining webbed hands and feet. For the duration of the spell, your swim speed increases by 10 feet.

If you had no swim speed, you gain a swim speed of 15 feet, gaining a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. You can always choose to take 10 on a Swim check, even if distracted or endangered. You can use the run action while swimming, provided you swim in a straight line.

Finally, you gain a natural armor bonus +1/three caster levels, maximum of +5. However, because of your strange appearance, you gain a penalty to Charisma-based checks equal to the natural armor bonus when dealing with nonaquatic creatures.

Material Component: Handful of thick scales.

SINK

Transmutation (Water)
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10. ft./level)
Target: One living creature
Duration: 1 min./level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target creature loses its natural buoyancy, sinking like a stone in water or liquids of similar density (but not mud or lava). Each round, the affected creature must make a DC 25 Swim check simply to keep its head above water, or a DC 30 Swim check to move 5 feet in any direction. Failing a check by 5 or more causes the target to go underwater, and it must hold its breath or begin to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). Failing a check by 10 or more causes the target to sink 5 feet. A DC 25 Swim check is needed to surface by 5 feet.

A creature under the effect of *sink* is adequately ballasted to walk on the bottom, if it so chooses.

A creature with a swim speed takes a –10 ft. penalty to its swim speed (minimum 5 ft.) and sinks 5 feet every round at the end of its turn unless it succeeds on a DC 25 Swim check.

Sink counters and dispels *wave blessing*.

SIREN'S CALL

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, Seafolk 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The targets of this spell hear a sudden, distant song that instills in them a longing for the sea. Those who have

heard it compare it to the song of a siren.

A target who fails a saving throw against this spell moves immediately toward the nearest stretch of ocean that it can find and attempts to completely submerse itself in the water. This flight will be by the safest means possible, withdrawing from combat, fighting defensively, and not passing through threatened areas.

The target will only fight if someone actively attempts to prevent it from following through with its search for the ocean; if this fight is with an ally, the target is granted a second saving throw to throw off the effects of the spell.

In some environments, this means that those affected simply flee in the direction of the nearest coast. Along a shoreline, targets often plunge into the surf. Aboard ship, they leap overboard. If the subject has no idea where to find a substantial body of water, it simply chooses a random direction and continues until the spell expires.

Once the spell's subjects are in the water, they begin swimming toward the deepest part of it they can reach, immersing themselves completely and refusing to come up for air, though they hold their breath as long as they are able.

STEED OF THE SEAS

Transmutation
Level: Paladin 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Your mount
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: Yes

Paladins are understandably loathe to enter into the water depths without their loyal steeds to assist them. With this spell, you imbue your mount with the ability to enter the water without harm by granting it the aquatic subtype. Additionally, the mount gains a swim speed equal to half its normal speed.

A mount under the effects of this spell is able to breathe water; in fact, it is amphibious and thus subject to no ill effect in or out of the water.

STORMRUNNER'S WARD

Abjuration
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: One ship
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You ward a single ship against foundering and storm damage, making it easier to sail in dangerous weather. You add a +4 bonus on any checks made to sail in severe winds, windstorms, or gales. You also add this bonus to foundering checks and capsizing checks for that ship. This bonus improves by +1 per 4 caster levels, to a maximum of +8.

The *stormrunner's ward* does nothing to protect the crew from the winds and green water that might roll over the side of the ship.

Material Component: Handful of copper powder.

STORMWALK

Conjuration (Teleportation)
Level: Druid 6, sorcerer/wizard 6
Components: V, S, DF
Casting Time: 1 full round
Range: Touch
Target: You and up to one other creature for every two levels
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

As *teleport*, save that you draw upon the power of a storm to teleport yourself and a number of others from one place to another.

Upon casting the spell, the storm suddenly intensifies in the area where the spell was cast, obscuring sight of those affected—whether because of a thickening of fog, a sudden increase in the downfall of hail and sleet, or a strike of lightning. On the next round, the disturbance disappears and the characters affected by the spell are gone.

Though the targets of the spell disappear instantaneously once the spell is cast, they do not immediately reappear at the spell's destination. Instead, 10 minutes elapse during which a storm quickly develops in the target location. This is plainly not a natural occurrence to anyone who witnesses it, unless there is already a storm in progress.

Then an intensification of this storm obscures sight at the target location, and the targets of the spell reappear. The targets always appear in some place that is open to the storm—thus, they can appear on the upper parapets of a castle, but not inside the castle.

Though 10 minutes have passed since they disappeared, it appears to the travelers as though the transport were instantaneous. Additionally, for the 10 minutes while the targets are gone, they are treated as though they were in another plane.

SWIM

Transmutation [Water]
Level: Druid 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell gives the recipient a swim speed equal to its land speed (though not the ability to breathe water or hold its breath beyond normal limits). So long as the creature isn't carrying more than a light load, it can swim at its normal speed without

making Swim checks. It also gains a +8 competence bonus on any Swim check to perform some special action or avoid a hazard. The creature can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits and bonuses of the spell still apply.

Arcane Material Component: A goldfish scale.

TERN'S PERSISTENCE

Transmutation
Level: Druid 2, ranger 1, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the sea bird's ability to travel great distances without undue exertion. The subject can travel overland 50% longer than normal before risking injury or fatigue. For example, a character can walk up to 12 hours overland before having to make Constitution checks to avoid fatigue, or can hustle for 90 minutes before taking nonlethal damage. The subject still can't run for extended periods, but it can move at run speed tactically for a number of rounds equal to 1-1/2 times its Constitution score.

Arcane Material Component: A few feathers or a pinch of guano from a tern.

THALASSEMIA

Necromancy
Level: Druid 4, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

This spell thins the target creature's blood to little more than seawater, dealing 1d6 points of damage per level (maximum 15d6). Only living creatures with a circulatory system and blood can be affected by this spell; it does not harm creatures immune to critical hits. Creatures with the fire subtype instead take 1d8 points of damage per level.

TOJANIDA SIGHT

Divination
Level: Druid 2, ranger 2
Components: S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

You gain all-around vision, allowing you to see in any direction. You gain a +4 bonus on Spot and Search checks, and you cannot be flanked for the duration of the spell. However, you cannot avert your eyes when confronted by a creature with a gaze attack, though you can still close your eyes in such a circumstance.

TRANSFORMATION OF THE DEEPS

Transmutation
Level: Blackwater 4, druid 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature/3 levels
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

The creature you touch undergoes a transformation that allows it to survive in the terrible lightless depths of the oceans. This creates subtle changes in the spell's target, whose eyes become completely black and whose flesh becomes hard and cold.

The target of this spell gains the ability to breathe water and is rendered immune to damage from both the temperature and the pressure in extreme depths of water. Additionally, she gains darkvision out to 60 feet.

Material Component: A bit of stone or mud from a deep ocean trench.

TURBIDITY

Abjuration
Level: Sorcerer/wizard 2
Components: S, M
Casting Time: 1 standard action
Range: 0 ft.
Area: 20-ft.-radius spread centered on you
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You cause the water surrounding you to swirl and fill with suspended sediments, decreasing visibility and making it harder for foes to attack you. This roiling cloud obscures all vision, including darkvision, beyond 5 feet. Creatures within the area up to 5 feet from an attacker have concealment (20% miss chance), while those farther away have total concealment (50% miss chance). Creatures other than you within this cloud must make a Concentration check to cast a spell (DC 15 + spell level). Ranged attacks that pass through the *turbidity* automatically fail.

A vigorous current (1–3 knots) disperses the clouded water in 4 rounds; a dangerous or stronger current (4 or more knots) disperses it within 1 round.

This spell only functions under water.

Material Component: A handful of mud.

URCHIN'S SPINES

Transmutation
Level: Druid 2, ranger 1, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates; see text (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature's skin (including clothing and armor) is covered by 2-inch spines. An opponent who grapples the subject or strikes it with a natural weapon takes 1d3 points of piercing damage from the spines, which also inject a mildly irritating poison. The opponent must make a DC 13 Fortitude save or take initial and secondary damage of 1d2 Dexterity.

Arcane Material Component: A spine from a sea urchin.

WAKE TRAILING

Divination [Water]
Level: Druid 4, ranger 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One ship
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

You are able to track a vessel over open water by following flotsam and other signs of a ship's recent presence. These signs of passage are relatively subtle, but as long as the spell is active you can find those signs on a Survival check, as though you were tracking a Huge, Gargantuan, or Colossal creature (depending on the size of the ship) over soft ground. The following modifiers are used in place of those given on page 101 of the *Player's Handbook*. The caster must have the Track feat to use this spell.

Condition	Survival DC Modifier
Every 4 hours since the trail was made	+1
Every hour of water-affecting weather since the trail was made	+1
Trail leads through vigorous currents	+2
Trail leads through dangerous or stronger currents	+5
Poor visibility (apply only the largest):	
Moonlight	+3
Fog or precipitation	+3
Overcast or moonless night	+6

If multiple ships have passed in a given area, you can track a specific ship only if you have some knowledge of the size or type of the ship, or other knowledge that differentiates that ship from the other vessels (for instance, if you know the ship is made from a unique type of wood or is crewed by minotaurs).

Material Component: A bit of driftwood wrapped with red thread.

WATER TO ACID

Transmutation [Water]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10. ft./level)
Area: Up to 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You transform a volume of water into an equal volume of acid, which deals damage to creatures that come into contact with it. You cannot transform water inside a creature's body, but you can affect water surrounding it. Water containing more than a trace of dissolved or suspended substances can't be affected by this spell.

You can fill a flask with acid produced in this way and throw it as a splash weapon that deals 1d6 points of acid damage on a direct hit and 1 point of acid damage from a splash (see page 128 of the *Player's Handbook*).

Each round a creature is in contact with the acid, it takes 1d6 points of acid damage. Underwater, the acid created by this spell dissipates after 1 round/caster level.

The acid dissolves metallic objects it contacts. It deals 1d6 points of damage per round and ignores the object's hardness. A magic item makes a Fortitude saving throw each round for half damage.

Material Component: A few drops of vinegar.

WATERSPOUT

Conjuration (Creation)
Level: Druid 7, Ocean 7, sorcerer/wizard 7
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: Cylinder 10 ft. wide and 80 ft. tall
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column that looks exactly like a tornado made of water. A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted. If the waterspout encounters insufficient depth after it has formed, it collapses.

The waterspout moves at a speed of 30 feet and must remain over water. You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the waterspout's movement or changing its programmed movement is a standard action for you. The waterspout always moves during your turn in the initiative order. If the waterspout exceeds the spell's range, it collapses and the spell ends.

The waterspout batters creatures and objects it touches, and it often sucks them up inside its vortex. Any creature or object that comes

in contact with the waterspout must succeed on a Reflex save or take 3d8 points of damage. Medium or smaller creatures who fail their save are sucked into the waterspout and whirled about inside its powerful currents, taking 2d6 points of damage each round with no save allowed. Trapped creatures remain inside for 1d3 rounds before the waterspout ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8×5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make Reflex saves or be sucked into the spout if they are Medium or smaller. Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest boats—canoes, kayaks, coracles, and the like—can be sucked into the spout. The occupant of any such craft can make a Profession (sailor) check instead of a Reflex save to avoid being sucked into the waterspout.

WAVE BLESSING

Transmutation [Water]
Level: Sorcerer/wizard 1
Components: V
Casting Time: 1 immediate action
Range: Medium (100 ft. + 10 ft./level)
Targets: One Medium or smaller object or creature/level, no two of which can be more than 30 ft. apart
Duration: 10 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

On the seas, there is always the danger of falling overboard, especially to those wearing armor or who simply cannot swim.

The affected targets do not go under the water if they fail a Swim check for any reason, including being tied up, unconscious, or heavily loaded. However, the targets can still be dragged under by the actions of other creatures.

You can cast this spell with an instant utterance. Casting this spell is an immediate action. You can even cast this spell when it isn't your turn.

Wave blessing counters and dispels *sink*.

WEBFOOT

Transmutation
Level: Druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature becomes better acclimated to wetlands and watery environments. It gains a +4 bonus on Swim checks and is not hindered when moving through shallow bog terrain. It treats an area of deep bog as shallow bog for purposes of movement and Tumble checks (see Marsh Terrain on page 88 of the *Dungeon Master's Guide*).

EPIC SPELLS

Epic-level characters can master the following new spells for adventuring in maelstrom environments.

Part the Waters: Forces a path through a body of water.
River Dragon: Transforms a river into a black or bronze dragon.
Seas of Blood: Water becomes bloody and poisonous to non-evil creatures, and fiendish dire sharks appear.

PART THE WATERS

Abjuration [Water]
Spellcraft DC: 68
Components: V, S, XP
Casting Time: 10 minutes
Range: Personal
Area: Cylinder, up to 300 ft. radius and 30 ft. high (S); see text
Duration: 1 hour (D)
To Develop: 612,000 gp; 13 days; 24,480 XP. Seed: *ward* (DC 14); Factors: Change from touch to personal (–2 DC), change area from radius to 10-ft.-by-30-ft. cylinder (+4 DC), increase area by 3000%

Part the waters

Illus. by L. Moyer

(+120 DC), dismissible by caster (+2 DC). Mitigating Factors: Increase casting time to 10 minutes (–20 DC), reduce duration (–48 DC).

You cause a large body of water or a river to move away from the area you designate, leaving a relatively dry path. The water is held away from the sides of the area like a wall. You can make as narrow or as wide a path as you desire within the spell's capacity. The default shape is a cylinder up to 300 feet wide and 30 feet high, but you can deform the area into a long, narrow path through shallow water or a high but small cylinder in deep water.

The area of dry land moves with you and can be shaped as often as you please during its duration.

RIVER DRAGON

Transmutation [Water]
Spellcraft DC: 78
Components: V, S, XP
Casting Time: 1 minute
Range: 75 ft.
Effect: One summoned creature
Duration: 20 rounds
Saving Throw: No
Spell Resistance: Yes
To Develop: 702,000 gp; 14 days; 28,080 XP. Seeds: *summon* (DC 14) and *transform* (DC 21); Factors: transform inanimate object to creature (+10 DC), summon different creature type (+10 DC, dragon), summon CR 23 creature (+42 DC), transform 36 HD creature (+42 DC). Mitigating Factors: Burn 4,000 XP (–40 DC), half cost to summon from transformed creature (–21 DC).

You transform part of a stream or river into a wyrm dragon with the water subtype, either a black dragon (an evil spell) or a bronze dragon (a good spell).

The dragon appears where you designate within the river or stream and acts immediately on your turn. It attacks your opponents to the best of its abilities (preferring to use its breath weapon on the first round). You can direct the dragon not to attack, to attack particular enemies, or to perform other actions. When the spell's duration elapses, or when you dismiss the dragon, it immediately transforms into an equal volume of water. Treat this as rough water for any creatures caught in it (see page 84 of the *Player's Handbook*); if they fail their Swim checks, they are knocked prone for 1 round.

XP Cost: 4,000 XP.

SEAS OF BLOOD

Transmutation [Evil]
Spellcraft DC: 64
Components: V, S, Ritual, XP
Casting Time: 10 minutes
Range: 300 ft.
Area: 200-ft.-radius emanation
Duration: Permanent
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes
To Develop: 576,000 gp; 12 days; 23,040 XP. Seeds: *summon* (DC 14) and *transform* (DC 21); Factors: Change from target to area (+12 DC, 20-ft. radius), increase area by 1000% (+40 DC, 200-ft. radius), summon CR 11 creature (+18 DC), multiply summon seed by 3 for extra creatures (+64 DC). Mitigating Factors: Increase casting time to 10 minutes (–20 DC), five additional casters each contributing 9th-level spell slots (–85 DC).

You transform an area of water into a viscous, bloody soup. Non-evil, water-breathing creatures within the spell's area must succeed on a Fortitude save or take 1d4 points of nonlethal damage per round they remain with in the *seas of blood*. A creature who becomes disabled as a result of nonlethal damage begins to take lethal damage at the same rate. Creatures who fail this save also become nauseated while they remain in the bloody water and for 1d6 rounds after leaving. Those who make the save are instead sickened while they remain in the bloody water and for 1d6 rounds after leaving. Other non-evil living creatures in the spell's area (whether or not they are in the water) are sickened while they remain and for 1d6 rounds after leaving. The bloody water does not diffuse into its surroundings.

When you finish casting the spell, three fiendish dire sharks appear where you designate within the spell's area and act immediately on your turn. The sharks depart after 20 rounds, but thenceforth whenever a good-aligned creature enters the bloody area, another group of fiendish dire sharks appear and attack.

The bloody water provides concealment (20% miss chance) to creatures up to 10 feet away and total concealment (50% miss chance) beyond that distance.

This is a ritual spell requiring five other spellcasters, each of whom must contribute one 9th-level spell slot to the casting.

NEW PSIONIC POWERS

The following new powers supplement those described in the *Expanded Psionics Handbook* for psionics adventuring in maelstrom environments.

BLACKWATER MIND

Telepathy [Mind-Affecting]
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 7

With *blackwater mind*, you surround your mind in mental patterns inspired by the blackwaters of the ocean depts, confusing and distressing those who try to telepathically contact your mind.

Anyone who attempts to manifest a telepathic power that targets you must make a Will save (DC equal to this power's DC). Those who fail the Will save suddenly find themselves trapped in what seems to be a smothering, lightless place of unimaginable pressure and bitter cold. Such targets are dazed, shaken, and blinded for 2d6 rounds.

This power does not actually protect from telepathic intrusion; rather, it is an attack triggered in response to a telepathic intrusion by another. You might still be affected by the attacker's power, even if the attacker is in turn affected by yours.

The only clue that you have activated this power is the momentary darkening of your eyes, which turn a deep black hue, like the seas' abyssal depths.

Augment: For every 2 additional power points you spend, you gain a +1 bonus on saving throws to resist any powers that trigger the *blackwater mind*.

HELMSMAN

Clairsentience
Level: Seer 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 3

When you manifest this power, you become more in tune with the ship around you. There is a sudden muting of all the normal shipboard noises in your vicinity when it is activated, as though the ship were suddenly holding its breath. You are in communion with the ship, understanding the nuances of its condition.

Under your direction, the ship's speed increases by 10 feet/round. In addition, you gain a bonus equal to one half your manifester level (round down) when making Profession (sailor) checks while aboard the ship on which you manifested the power. This can be used even if you do not actually have ranks in the skill.

Augment: You can augment this power in one of three ways:

1. For every 2 additional power points spent, you gain a bonus equal to one-half your manifester level for one other skill of your choice: Balance, Climb, Craft (woodworking), or Use Rope. This bonus only applies while you are on the ship in which you manifested the power.

2. For every 4 additional power points spent, the ship speed increases by another 10 feet/round.

3. You can spend 4 additional power points to gain tremorsense while on board the ship, allowing you to detect the presence of all creatures within 30 feet of you that are in contact with the ship.

HELMSMAN, TRUE

Clairsentience
Level: Seer 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 11

As *helmsman*, save that your understanding and communion with the ship has reached truly unearthly levels. At this level of understanding, your mind merges with the nascent sentience of the ship's spirit, allowing you to form a powerful gestalt understanding with it.

At any point, you can redirect your senses to any part of the ship as though you were manifesting the *clairvoyant sense* power, though the point of viewing can move up to 30 feet per round and you gain the benefit of the specialized shipboard tremorsense (see *helmsman*) through that manifestation.

Moreover, you gain the ability to speak with the ship itself. The ship's personality contains elements of all the people who have captained it in its existence, so that a ship with an esteemed military past will seem to be very orderly and precise in its thoughts, while a ship that has seen generations of pirate captains is likely to be more rapacious and violence seeking.

The ship can relate its entire history, though its understanding of things outside of itself will tend to be somewhat incomplete—it can relate what the hazards of sailing into a given harbor were like, but it can't necessarily tell you what the shorefolk called that harbor.

Augment: As *helmsman*.

WATER-BORN

Psychometabolism
Level: Egoist 3, psychic warrior 3
Display: Visual, olfactory, auditory; see text
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 5

With the smell of the sea and the sound of rushing waves, your body adapts itself perfectly to the aquatic environment, becoming slightly clammy to the touch. You gain the aquatic subtype and a swim speed equal to your base land speed. In this form you are perfectly amphibious, capable of breathing air or water equally.

Augment: By spending an additional 2 power points, you can adapt your body to survive even in the terrible lightless depths of the ocean trenches, becoming immune to the pressure damage. This does not, however, grant you the ability to see in those depths.

NEW MAGIC ITEMS

Just as the various aquatic and seafaring races have created a number of unique spells for dealing with their environment, they have also created many magic items not often seen ashore. Aventi, aquatic elves, merfolk, sahuagin, and tritons are the most prolific crafters of magic items beneath the seas, and most items reflect their particular interests, cultural inclinations, and needs.

SPECIAL MATERIALS

Metallurgy beneath the water is a rare and precious skill, but some aquatic folk have mastered this difficult art, creating unique materials from which to craft their weapons and armor. (See Special Materials on page 283 of the *Dungeon Master's Guide*.)

Pearlsteel: A strange metal crafted by secretive aventi metallurgists working near volcanic vents in the ocean floor, pearlsteel is gleaming, shining steel covered with a blue-white sheen like mother of pearl. Created from fine steel and rare silvery pearls found only in the ocean depths where the pressures alone would kill a land walker, pearlsteel is highly prized by all undersea races and constitutes a major trade item for the aventi.

Pearlsteel is very light, especially in water. Pearlsteel items weigh 25% less than their normal equivalents.

Item	Market Price Modifier
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Shield	+500 gp
Weapon	+1,500 gp

Pearlsteel also slices more smoothly through the resistance that water presents. When a slashing weapon made of pearlsteel is used in the water, its damage is reduced by –1 rather than the normal –2 for fighting in the water with a slashing weapon, and its damage is reduced by –2 instead of half. Likewise, damage dealt underwater by a bludgeoning weapon made of pearlsteel is reduced by –2 rather than reduced by half. The market price modifier for such a weapon is +1,500 gp.

Riverine: This unusual material is made from water under extremely high pressure, usually obtained from the Elemental Plane of Water but sometimes from the blackwater trenches far below the ocean's surface. The water swirls and flows continuously, sandwiched between fields of magical force.

Half of the Armor Class bonus from armor and shields made from riverine is a deflection bonus (round down). For example, a suit of riverine chainmail would provide a +2 armor bonus and a +3 deflection bonus to AC. This substance is considered masterwork and can be enhanced magically as any other armor.

Riverine is sometimes also used to create walls and even containers. Being enclosed in magical force, it is immune to all damage and is unaffected by most spells. However, *disintegrate* immediately destroys an item made of riverine, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mordenkainen's disjunction* spell, causing the water to spill out in a sudden rush. Armor and shields made of riverine do not form a complete enclosure, so breath weapons and spells do still affect the wearer. However, walls of riverine block ethereal travel, breath weapons, and spell effects, just as a *wall of force* does.

Type of Riverine Item	Item Cost Modifier
Light armor	+9,000 gp
Medium armor	+16,000 gp
Heavy armor	+25,000 gp
Shield	+4,000 gp
Other items	+2,000 gp/lb.

ARMOR

Magic armor and shields have enhancement bonuses ranging from +1 to +5, which stack with armor and shield bonuses. All magic armor is also masterwork armor, reducing armor check penalties by 1. Armor and shields can also have special abilities, which count as additional bonuses for determining the market value of the item but do not improve AC.

Magic Armor and Shield Special Ability Descriptions

In addition to enhancement bonuses, armor and shields can have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Buoyant: This special ability can be placed only on a suit of armor. Buoyant armor looks no different from a normal suit, but it is much lighter. It weighs only half as much as normal, and its armor check penalty is not doubled for Swim checks. The armor is no less awkward to wear, however, so medium and heavy armors still slow the wearer.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price +1 bonus.

Deep: This special ability can be placed only on a suit of armor. A suit of deep armor is a dull black color. The wearer gains the ability to breathe water and is immune to damage from cold water and to pressure in extreme depths of water. Additionally, he gains darkvision out to 60 feet.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *transformation of the deeps*; Price +22,500 gp.

Gilled: This special ability can be placed only on a suit of armor. Gilled armor has a decorative fluted border around the neck. A water-breathing wearer of gilled armor can breathe and speak freely in air.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor, *air breathing*; Price +7,500 gp.

Nacreous: A shield or suit of nacreous armor has a pearlescent sheen. The wearer has improved protection from piercing weapons, gaining an additional +2 bonus to AC against such attacks.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *mage armor*; Price +1 bonus.

Specific Armors

The following specific suits of armor usually are preconstructed with the exact qualities described here.

Electric Eel Hide: This suit of +2 *buoyant slick hide armor* is black and slimy looking. Opponents that hit the wearer with natural weapons, unarmed attacks, or weapons composed mostly of metal (such as a sword or pick, but not a wooden-hafted spear) take 1d6 points of electricity damage. In addition, three times per day, on command, the wearer can deal 5d6 points of electricity damage by making a melee touch attack. Underwater, the wearer can instead spend a daily use to produce an electrified burst with a 5-foot radius. All creatures within this area other than the wearer take 2d6 points of electricity damage.

Moderate conjuration, evocation, and transmutation; CL 9th; Craft Magic Arms and Armor, *freedom of movement, grease, shocking grasp*; Price 23,015 gp; Cost 11,590 gp + 914 XP.

Windrunner's Shirt: This +1 *mithral shirt* seems to ripple and flash like sunlight on running water. On command, the wearer can extrude saillike membranes that reach from wrist to knee. By spreading her arms, the wearer causes these sails to fill with air and push her along the surface water with the speed of a small sailcraft in a moderate wind. (The wearer can choose to take advantage of existing winds instead.) The wearer can use this ability for up to 1 hour each day. The duration of the effect need not be consecutive.

Moderate conjuration, evocation, and transmutation; CL 6th; Craft Magic Arms and Armor, *favorable wind, minor creation, water walk*; Price 20,820 gp; Cost 10,960 gp + 789 XP.

WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons can also have special abilities, which count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted).

Magic Weapon Special Ability Descriptions

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Acidic Burst: An acidic burst weapon functions as a corrosive weapon (see below) that also releases a burst of acid upon making a critical hit. The acid does not harm the wielder or the weapon. In addition to the extra acid damage from the corrosive special weapon ability, an acidic burst weapon deals an extra 1d10 points of acid damage on a critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of acid damage instead;. if the multiplier is ×4, add an extra 3d10 points of acid damage. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition. Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *acid fog* or *Melf's acid arrow*; Price +2 bonus.

Aquatic: Weapons with this enhancement have a silvery-blue tinge, similar in sheen to the scales of certain fish. The wielder is treated as though he were under the effects of a *freedom of movement* spell for the purpose of using this weapon while underwater; it negates the penalties that would otherwise apply from using the weapon underwater.

Moderate abjuration; CL 5th; Craft Magic Arms and Armors, *freedom of movement*; Price +1 bonus.

Corrosive: Upon command, a corrosive weapon becomes slick with a thick layer of acidic slime. The acid does not harm the wielder and does not wash away in water. The effect remains until a counter command is given. A corrosive weapon deals an extra 1d6 points of acid damage per hit. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *acid fog* or *Melf's acid arrow*; Price +1 bonus.

Specific Weapons

The following specific weapons usually are preconstructed with the exact qualities described here.

Krakentooth: A mighty trident nearly seven feet in length, the head of this trident appears as a kraken, with its central arms forming the shorter middle prong of the weapon and its tentacles extending out to form the longer, outer prongs. *Krakentooth* tridents are favored by those undersea races who have extensive antagonistic dealings with land-folk. The krakentooth is a +2 *wounding shocking burst trident.*

Moderate conjuration and evocation; CL 10th; Craft Magic Arms and Armor, *call lightning/lightning bolt*; Price 50,315 gp; Cost: 25,315 gp + 2,012 xp.

Pearl Trident: This *+3 returning pearlsteel trident* has a shaft decorated with coral and mother-of-pearl. In addition, the wielder of the trident gains the Aquatic Shot feat for any ranged attacks he makes with the trident, allowing him to throw the trident at underwater targets without penalty (range increment 5 feet). If he already knows Aquatic Shot or Far Shot, the *pearl trident*'s range increment underwater is 10 feet instead of 5 feet.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *telekinesis*; Price 36,815 gp; Cost 17,815 gp + 1,280 XP.

Reaver's Cutlass: This *+1 wounding cutlass* is the weapon favored by the most bloody-hearted of pirates. Its hilt is wrapped in tanned humanoid skin, and it seems to sing for blood as it is swung.

If a *reaver's cutlass* attaches to an opponent, it twists into the wound as though alive and continues to deal Constitution damage each round it remains attached. To remove it, an opponent must achieve a pin and spend one full round wrenching it free. The weapon makes a grapple check as the wielder (even though she no longer holds it) and takes no size penalty.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *animate objects, Mordenkainen's sword*; Price 26,310 gp; Cost 13,310 gp + 1,040 XP.

Sharkdoom Spear: This *+2 keen thundering spear* is tipped a heavy, four-flanged spearhead with a spiraling blade. Although well suited to dispatching sharks, as its name suggests, it is also popular with those who hunt other large aquatic creatures.

An aquatic creature that takes damage from the *sharkdoom spear* must succeed on a DC 13 Fortitude save or be affected as by a *sink* spell (–10 ft. penalty to its swim speed, sink 5 feet every round unless it succeeds on a DC 25 Swim check) for 12 minutes. A creature already affected by the *sink* effect takes no additional penalty for multiple hits.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *keen edge, sink, sound burst*; Price 44,302 gp; Cost 22,302 gp + 1,760 XP.

Sword of the Glorious Pearl: A *+3 aquatic holy pearlsteel bastard sword*, the *sword of the glorious pearl* is treasured by the aventi people, and the Order of the Pearl undertakes quests to recover one should it fall out of aventi hands.

Illus. by W. England

Krakentooth trident

In addition to the benefits, granted by the sword's aquatic and holy special abilities, the *sword of the glorious pearl* also grants its wielder the benefits of the Extra Turning feat as long as he grips its hilt. More than one user cannot benefit from this ability in a day—it takes 24 hours for a new user to attune to the sword in order to use this benefit. The wielder must already possess the ability to turn undead.

Strong abjuration and evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite, freedom of movement*, creator must be good and must possess the Extra Turning feat; Price 75,335 gp; Cost to Create: 37,835 gp + 3,000 xp.

RINGS

A character can effectively wear only two rings at a time. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Rings common among aquatic and seafaring folk are described below.

Four Winds: The *ring of the four winds* is favored and coveted by mariners and sea-going adventurers for its ability to harness the four winds to do the ring-bearer's will.

The ring creates small gusts of wind when the wearer is attacked, granting a +2 deflection bonus to the wearer's AC. Additionally, the character can use *feather fall* upon herself as an immediate action at any time, even when it isn't her turn. Finally, with a command word the wearer can use the ring to bring about a *stormrunner's ward* effect three times per day.

Moderate abjuration, evocation [air], transmutation; CL 3rd; Forge Ring, *feather fall, mage armor, stormrunner's ward*; Price 20,000 gp.

Landwalking: This brass ring has a pattern of fish scales etched into it. An aquatic humanoid or monstrous humanoid who dons the ring develops legs and feet (if it does not already have them), which persist as long as the ring is worn. It loses its swim speed, but gains a land speed of 30 feet. The ring also confers *air breathing* on the wearer.

Strong transmutation; CL 5th; Forge Ring, *air breathing, fins to feet*; Price 10,000 gp.

Vortex: This platinum ring is fitted with an aquamarine. On command, the *ring of the vortex* allows the wearer to take the form of a vortex (see Huge water elemental on page 101 of the *Monster Manual*). While in vortex form, the

wearer does not need to breathe and has a swim speed of 120 feet but no land speed (and cannot leave the water). The wearer can take no actions other than moving, does not threaten the area around him, and does not provoke attacks of opportunity for moving. The wearer can remain in this form for up to 10 rounds per day; the duration of this effect need not be consecutive rounds.

Strong transmutation; CL 15th; Forge Ring, *control water, shapechange*; Price 44,000 gp.

RODS AND STAFFS

Any character can use a rod, but a staff is a spell trigger item.

Rod of the Legendary Mariner: Crafted of brass and a piece of highly polished driftwood, the *rod of the legendary mariner* makes life aboard a ship easier, granting its bearer a +5 bonus on Profession (sailor) checks.

Additionally, the *rod of the legendary mariner* can be used to bring forth a *purify food and drink* effect three times per day, a *create water* effect three times per day, and a *detect ship* effect once per day.

Moderate varies; CL 5th; Craft Rod, *purify food and water, create water, detect ship,* must have at least 8 ranks in Profession (sailor); Price 20,000 gp.

Staff of the Waves: This coral staff is shaped like an eel. It allows use of the following spells:

- *create water* (1 charge)
- *wind wall* (1 charge)
- *control water* (2 charges)
- *control winds* (2 charges)
- *control currents* (2 charges)

Strong conjuration, evocation, and transmutation; CL 11th; Craft Staff, *control currents, control water, control winds, create water, wind wall;* Price 65,000 gp.

WONDROUS ITEMS

New wondrous items are described below.

Admiral's Bicorne: This elaborately braided headgear is made of rich blue felt, embroidered with golden thread. It often has a showy badge called a cockade, proclaiming nationality, faith, family crest, and the like.

A humanoid or monstrous humanoid who dons the *admiral's bicorne* gains a +5 bonus on Profession (sailor) checks and all Charisma-based checks (including Leadership) as long as it is worn. The wearer's voice is magically amplified, so that it can be heard clearly by anyone within 100 feet; class features and effects that depend on hearing the speaker benefit from the increased range. Finally, the *admiral's bicorne* grants a +2 morale bonus on attack rolls, saves, and skill checks to allies within sound of the wearer's voice (including the wearer).

Strong conjuration; CL 10th; Craft Wondrous Item, *eagle's splendor; heroism, owl's wisdom, ventriloquism*. Price 51,000 gp; Weight 1 lb.

Bag of Teeth: This small sack is made of fish skin and contains a handful of piranha teeth. By opening the bag and scattering its contents in a body of water, the user creates a piranha swarm (see page 162).

The swarm is average in all regards and remains for 10 minutes. The swarm moves toward and attacks the closest living creature in the water, and the user has no control over its target or direction of travel. If no other creature is available, the swarm remains where it was summoned and attacks the first creature that approaches.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon swarm;* Price 2,000 gp; Weight 1 lb.

Captain's Lantern: This exquisite brass and green-glass lantern constantly protects the ship to which it is attuned with an *alarm* effect. The captain of the ship can speak a command word while touching a copper coin to the underside of the lantern to create a lantern token. Those who possess a lantern token do not set off the *alarm*. The captain can turn the *alarm* on or off with a command word. The captain can, at any time, negate all the current lantern tokens, turning them back into nonmagical copper coins. Tokens radiate a very minor abjuration effect.

Faint abjuration; CL 3rd; Craft Wondrous Items, *alarm*; Price 12,000 gp; Weight 2 lb.

Everfull Sails: Sails crafted of a sky-blue canvas with strange silver flecking, these magical sails are always filled with a strong wind when fully unfurled. The wind created behind the sails is sufficient to drive the ship forward at its full normal speed, and the sails ignore any other winds that might be blowing contrary to that generated by the sails themselves. The winds stop when the sails are furled or otherwise pulled down.

A ship requires one set of *everfull sails* per mast, or the magic does not function (although the sails work as normal sails).

Moderate evocation [air]; CL 3rd; Craft Wondrous Item, *gust of wind*; Price 12,000 gp; Weight 500 lb.

Figurine of Wondrous Power (Pearlsteel Turtle): This miniature statuette of a sea turtle is about the size of a human hand. Tossing down the figurine and uttering the command word causes it to transform into a giant sea turtle. The creature obeys and serves its owner; it understands Common but does not speak.

The giant sea turtle described here is a Huge version of a common sea turtle and is not aggressive. It serves only as a transport and does not obey orders to attack, although it will defend itself if threatened.

Giant Turtle: CR 3; Huge magical beast (aquatic); HD 8d10+32, hp 87; Init +0; Speed 20 ft., swim 30 ft.; AC 25, touch 8, flat-footed 25; Base Atk +8; Grp +23; Atk or Full Atk +13 melee (1d8+3, bite)*; Space/Reach 15 ft./10 ft. (bite 10 ft.); SQ darkvision 60 ft., hold breath, low-light

vision; AL N; SV Fort +10, Ref +6, Will +6; Str 25, Dex 10, Con 19, Int 6, Wis 14, Cha 6.

*A giant turtle's bite is treated as a secondary attack and adds only half the creature's Strength bonus to the damage roll.

Skills and Feats: Listen +10, Spot +9, Swim +12; Alertness, Iron Will.

Languages: Common (does not speak).

Hold Breath (Ex): A giant turtle can hold its breath for 1 hour before it risks drowning.

Skills: A giant turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

This creature can be harnessed to pull a boat or raft at up to one half its swim speed. It is possible to ride on the turtle's shell, but doing so requires a harness or rope or improvising handholds. Hanging onto the slick shell while the animal moves is extremely difficult, requiring a DC 20 Ride check each minute of travel.

The *pearlsteel turtle* can be used up to three times per week for up to 6 hours at a time.

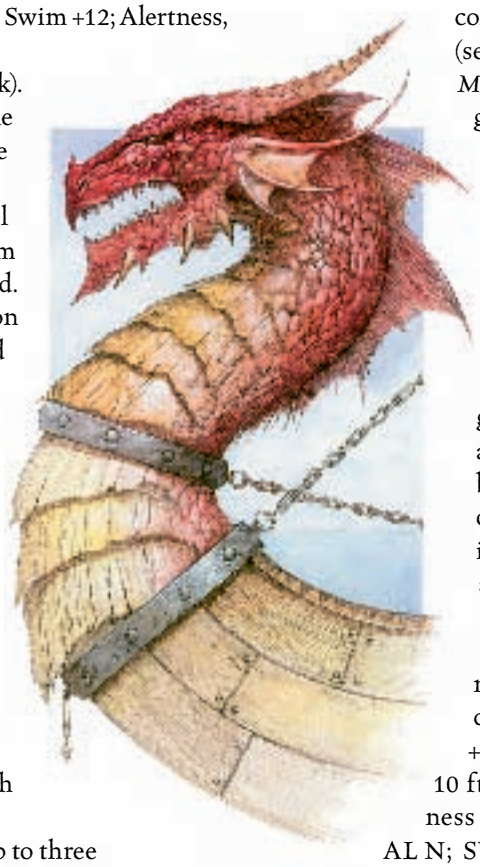
Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp; Weight 5 lb.

Finned Gauntlets: These sharkskin gauntlets are adorned with sweeping fins. The wearer gains a natural swim speed of 30 feet, with a +8 competence bonus on Swim checks to perform some special action or avoid a hazard. The wearer can always take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *alter self*; Price 10,000 gp; Weight 1 lb.

Living Figureheads: Each of the several kinds of *living figureheads* is carved from fine wood and resembles an ordinary figurehead. When a command word is spoken, the figurehead animates and is able to use special powers as described below. The *living figurehead* obeys and serves the ship's master (usually the captain). Unless stated otherwise, it can speak Common and communicate telepathically with its master, provided it is within 100 feet.

If a *living figurehead* is broken or destroyed in its carving form, it is forever ruined. If destroyed while animated, it simply reverts to a wooden carving that can be used again at a later time.



Illus. by W. England

Living figurehead

An animated *living figurehead* is a construct of the same size as the object (see Animated Object on page 13 of the *Monster Manual*), but it has the Intelligence, Wisdom, and Charisma scores given in its entry. Special abilities whose save DCs depend on Constitution use the animated figurehead's Charisma score instead.

Dragon Head: This Large dragon's head and neck are carved from cedar or spruce and painted as a chromatic or metallic dragon, with gaping mouth and fierce eyes. When animated, this *living figurehead* gains a breath weapon appropriate to the kind of dragon. It also confers on its ship immunity to a type of energy damage according to the kind of dragon.

Dragon Head: As Large animated object, with the following changes: Speed 0 ft.; Atk or Full Atk +5 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SA breath weapon; SQ hardness 5, immunity to energy, telepathy; AL N; SV Will HD/3 + Wis modifier; Int, Wis, Cha as dragon type.

Languages: Common and Draconic.

Breath Weapon (Su): As dragon type; see below. The breath weapon can be used once every 1d4 rounds. The save DC is Charisma-based.

Dragon Variety	Breath Weapon	Damage	Save DC
Black	80-foot line of acid	10d4	13
Blue	40-foot cone of lightning	10d8	14
Green	40-foot cone of corrosive (acid) gas	10d6	14
Red	40-foot cone of fire	10d10	14
White	40-foot cone of cold	10d4	12
Brass	80-foot line of fire	10d6	14
Bronze	80-foot line of lightning	10d6	16
Copper	80-foot line of acid	10d4	15
Gold	40-foot cone of fire	10d10	16
Silver	40-foot cone of cold	10d8	16

Immunity to Energy (Ex): The ship gains immunity to a specific type of energy according to dragon type; see the following table.

Dragon Variety	Immunity
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Electricity
Copper	Acid
Gold	Fire
Silver	Cold

The animated dragon head has the mental statistics of a young adult dragon of its kind (see pages 68–88 of the *Monster Manual*). The item can be used once per week for up to 10 minutes at a time.

Strong transmutation; CL 15th; Craft Wondrous Item, *animate objects, protection from energy,* and one of the following: *acid fog* or *water to acid* (acid), *cone of cold* (cold), *lightning bolt* (electricity), *fireball* or *scorching ray* (fire); Price 40,000 gp (black or white), 44,000 gp (green, brass, or copper), 49,000 gp (blue or bronze), gp (red or silver), or 56,000 gp (gold); Weight 500 lb.

Ebony Porpoise: This *living figurehead* is carved from ebony, waxed and polished to a high gloss. When animated, this *living figurehead* grants its ship swift movement through the water, doubling its ordinary speed. Alternatively, the *ebony porpoise* can move a becalmed sailing ship as though it were propelled by a strong wind.

The ebony porpoise also allows its ship to clear aquatic hazards, such as reefs, shipwreck debris, and the like, by making long leaps. The ship is briefly airborne, its keel clearing the water by up to 10 feet, for up to 15 rounds per day. The duration of these leaps need not be consecutive rounds.

The animated figurehead is treated as a Large animated object. Its increased speed ability can be used three times per week for up to 6 hours at a time.

Strong transmutation; CL 15th; Craft Wondrous Item, *levitate, quickswim;* Price 100,000 gp; Weight 400 lb.

Golden Shedu: This *living figurehead* is carved into a likeness of the forequarters of a shedu, a creature with the head of a bearded man and the body of a winged bull (see page 153 of *Fiend Folio* for more on this being). It is crafted of mahogany and overlaid with gold leaf.

When animated, this *living figurehead* grants its ship a fly speed of 60 feet with poor maneuverability. In addition, the *golden shedu* allows its ship and crew to shift briefly from the Material Plane to the Ethereal Plane as the *etherealness* spell.

The animated figurehead has a Charisma score of 16 but is otherwise treated as a Large animated object. Its flight ability can be used twice per week for up to 1 hour at a time. It can transport the ship to the Ethereal Plane for up to 10 minutes each week; the duration of the *etherealness* effect need not be consecutive periods.

Strong transmutation; CL 17th; Craft Wondrous Item, *etherealness, fly;* Price 100,000 gp; Weight 350 lb.

Purpleheart Kraken: This *living figurehead* is a (much) smaller-than-life rendition of a kraken. It carved from the wood of the amaranth tree, which has a rich purple-brown color, and has tourmaline gems inlaid for its eyes.

When animated, the tentacles of the *purpleheart kraken* reach out to grab opponents or to hold fast an enemy ship. In addition, the figurehead can produce a *control winds* effect as a 15th-level caster. The item can be used once per week for up to 10 minutes at a time.

The animated figurehead is treated as a Large animated object, except that instead of a single slam attack, it has 8 slams that each deal 1d8+3 points of damage. It also has the improved grab ability, allowing it to attempt to start a grapple as a free action without provoking attacks of opportunity. It can constrict, dealing automatic slam damage against a held creature or object. The tentacles can grab creatures of up to Large size and can hold multiple Small or smaller creatures. The tentacles have a reach of 30 feet. While animated, the master's ship gains a +8 bonus on any Profession (sailor) checks made to start a ship-to-ship grapple.

Strong transmutation; CL 15th; Craft Wondrous Item, *animate objects, control winds, entangle;* Price 45,000 gp; Weight 500 lb.

Magnificent Captain's Coat: This heavy woolen coat prevents the wearer from becoming wet in rain and sea spray. The wearer also gains the benefit of an *endure elements* spell against cold (but not hot) extremes of weather.

Additionally, the effects from powerful winds (see page 95 of the *Dungeon Master's Guide*) are reduced by one step on the wearer. Thus, when the wearer of this coat is standing in windstorm-speed winds, she receives only the penalties associated with severe winds; if the wearer is standing in a strong wind, she receives only moderate wind penalties.

Finally, this coat grants its wearer a +5 competence bonus on both Profession (sailor) and Balance checks. Threat the coast as a shirt or vestment for determing whether it can be worn with other magic items.

Moderate abjuration, transmutation [air]; CL 5th; Feat, *control winds, endure elements,* other requirements; Price 11,000 gp; Weight 4 lb.

Oars of Speed: Carved of lightweight yet durable wood, this pair of oars can be fitted on a rowboat or used to paddle a canoe or other small watercraft. They grant an enhancement bonus of +10 feet to the vessel's speed. This bonus does not improve with the addition of more *oars of speed.* Boats requiring more than two oars can benefit from *oars of speed,* but all the vessel's oars must be *oars of speed* to gain the speed bonus.

Faint transmutation; CL 5th; Craft Wondrous Item, *quick-swim*, creator must have 5 ranks in the Craft (boatbuilding) skill; Price 2,500 gp per pair; Weight 15 lb. each.

Planar Helm: This ship's wheel, crafted of silver and ebony, is made to be mounted at a ship's helm. Once this has been done, the *planar helm* operates just as any other ship's wheel. Additionally, twice per day anyone who knows the proper phrase can use the helm to produce a *planar navigation* effect on the ship.

Strong conjuration; CL 13th; Craft Wondrous Items, *planar navigation*; Price 65,520 gp; Weight 25 lb.

Sails of Displacement, Minor: *Sails of displacement* are crafted of a misty gray-blue canvaslike material, the edges of which seem to be slightly blurred in the sea breeze. This grants a 20% miss chance to ship-to-ship attacks against the ship fitted with them, functioning continually.

Moderate illusion; CL 5th; Craft Wondrous Item, *displacement*; Price 120,000 gp; Weight 500 lb.

Sea-steed's Bridle: Crafted of leather with silver bits shaped as shells, this bridle can transform any animal or magical beast trained to accept riders into an aquatic form, as though it were the target of a *steed of the seas* spell. Doing so requires the use of a command word to shift into the altered form, and a second use to return to normal form. The item will shrink or enlarge to fit any size creature. Creatures affected by this bridle need not actually be paladin's special mounts.

Moderate transmutation; CL 8th; Craft Wondrous Item, *steed of the seas*; Price 28,800 gp; Weight 1 lb.

Stormrider Cloak: A cloak crafted of water-resistant storm-gray wool and accented with gold lightning-pattern embroidery, the *stormrider cloak* allows the user to use a *fly* effect three times per day, for up to 5 minutes each time. Additionally, the user gains resistance to electricity 10.

Moderate abjuration and transmutation; CL 5th; Craft Wondrous Item, *fly, resist energy*; Price 30,000 gp; Weight 1 lb.

Secure Lines: This thick, tarred rope comes in 50-foot lengths and weighs twice as much as normal rope. Its magical enhancement grants it hardness 2 and 5 hp, and it requires a DC 25 Strength check to burst. Designated creatures moving over lines and rigging fashioned from this rope gain a +5 enhancement bonus on Balance and Climb checks. In addition, should a crew member fall from the rigging, the lines snake out and grab him in midair, preventing a fall and gently setting the creature to the deck of the ship.

The master of a vessel designates crew members for the *secure lines*, adding or removing individuals as the ship's complement changes. Adding or removing a crew member requires a command word.

Moderate conjuration and transmutation; CL 9th; Craft Wondrous Item, *animate rope, fabricate*; Price 10,800 gp; Weight 20 lb.

Sovereign Sealant: This thick, colorless spread makes ships and watertight containers less susceptible to damage and leaks. One drum of *sovereign sealant* is sufficient to treat a boat or container of Huge size, or two hull sections of a larger craft.

A treated wooden item gains +2 hardness and is completely waterproof. A ship treated with *sovereign sealant* can lose one more hull section than normal before sinking.

Moderate conjuration; CL 8th; Craft Wondrous Item, *minor creation*; Price 8,000 gp per drum; Weight 60 lb.

Water Wheels: This set of four wooden wheels fits most wheeled vehicles, allowing one so equipped to float in water, regardless of its size or composition (although a vehicle with large openings will quickly become waterlogged). A vehicle so equipped has no independent mode of propulsion once afloat but must be rowed or fitted with sails unless it has magical propulsion or dray creatures capable of swimming.

Faint transmutation; CL 5th; Craft Wondrous Item, *wave blessing*; Price 10,000 gp; Weight 20 lb each.

Wind Pipe: A device built for pumping air into submerged or otherwise enclosed spaces, this is a 2-foot-long brass tube, threaded so that additional lengths of ordinary tubing can be attached. The *wind pipe* has a diameter of 3 inches.

When activated, a flow of air equivalent to a moderate wind blows through the pipe. The intake end must be surrounded by air for the magic to work. Even if the space the air moves into has no outlet, the wind pipe provides circulation of the air magically.

Moderate evocation; CL 10th; Craft Wondrous Item, *favorable wind*; Price 7,000 gp; Weight 10 lb.

Illus. by D. Griffith

All sailors know that the world's seas—whether on the surface or far from the light of the sun—are filled with countless terrible monsters, ranging from mysterious fey to titanic leviathans that can drag a whole ship down to a watery doom. Coastal towns and lonely islands are harried by slimy things that creep ashore in search of human blood. Sinister hunters lurk in the shallows awaiting unwary travelers, and great sea monsters as old as the world itself haunt certain straits and passages, destroying any who are foolhardy enough to venture within their grasp.

AMPHIBIOUS CREATURE

Perhaps only a few times in any generation, an individual member of an otherwise landbound race is born fully capable of surviving both on land and in water. These amphibious creatures display specific adaptations to watery environments. Typically, these are the result of something in the creature's heritage—perhaps an aquatic ancestor, or even the result of recent interbreeding—but regardless of the reason, the effect is the same.

SAMPLE AMPHIBIOUS CREATURE

Amphibious Medusa
Medium Monstrous Humanoid (Aquatic)
Hit Dice: 6d8+6 (33 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 15 ft.
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +6/+6
Attack: Light crossbow +7 ranged (1d8/19–20) or dagger +7 melee (1d4/19–20) or snakes +7 melee (1d4 plus poison)
Full Attack: Light crossbow +7 ranged (1d8/19–20) or dagger +7/+2 melee (1d4/19–20) and snakes +2 melee (1d4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Petrifying gaze, poison
Special Qualities: Amphibious, darkvision 60 ft.
Saves: Fort +3, Ref +6, Will +6
Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 15
Skills: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +7, Spot +8, Swim +8

Feats: Point Blank Shot, Precise Shot, Weapon Finesse
Environment: Temperate aquatic
Organization: Solitary or covey (2–4)
Challenge Rating: 7
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: —

Though at first glance this creature appeared to be a well-proportioned human, a closer look reveals a hideous face crowned with a mass of writhing, hissing snakes instead of hair, eyes glowing a deep, feral red, and scaly, blue-green skin.

The amphibious medusa is a hateful, repulsive creature that petrifies living beings with its gaze. It prizes art objects, fine jewelry, and wealth. Its activities often revolve around obtaining these items.

An amphibious medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil. An amphibious medusa can be found in nearly every climate, both on land and underwater. This particular amphibious medusa dwells in a large port city, where it has become active in the criminal underworld to gain its desires, forming a robbery ring and organizing a smuggling cabal.

A typical amphibious medusa is 5 to 6 feet tall and about the same weight as a human. Amphibious medusas speak Common.

Combat

An amphibious medusa tries to disguise its true nature until the intended target is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, 1d6 Str/2d6 Str. The save DC is Constitution-based.

Skills: An amphibious medusa has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CREATING AN AMPHIBIOUS CREATURE

"Amphibious" is an inherited template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature).

An amphibious creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature gains the aquatic subtype, but its creature type and other subtypes are unchanged. Size is unchanged.

Speed: An amphibious creature gains a swim speed equal to half the normal land speed of the base creature (not including any adjustments for feats, class features, or other effects).

Special Qualities: An amphibious creature retains all the special qualities of the base creature and also gains the following special quality.

Amphibious: An amphibious creature can breathe air and water equally well.

Abilities: Adjust from the base creature as follows: Dex –2. Amphibious creatures are less agile and flexible than their surface kin.

Skills: An amphibious creature has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can move through water at its swim speed without making Swim checks. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the run action while swimming, provided it swims in a straight line.

Environment: Any (usually aquatic).
Level Adjustment: +0.

ANGUILLIAN

Medium Aberration (Aquatic)
Hit Dice: 3d8+6 (28 hp)
Initiative: +6
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +2/+4
Attack: Pincer +4 melee (1d4+2) or spear +4 melee (1d8+3/×3)
Full Attack: 2 pincers +4 melee (1d4+2) and bite +2 melee (1d4+1) or spear +4 melee (1d8+3/×3) and bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach, blood drain
Special Qualities: Darkvision 90 ft. , landwalking, light blindness, speak with eels, vulnerability to fire
Saves: Fort +5, Ref +3, Will +3
Abilities: Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 6
Skills: Hide +10 (+14 in coral, rock, or kelp), Listen +2, Spot +10, Survival +6, Swim +10
Feats: Improved Initiative, Multiattack
Environment: Cold aquatic
Organization: Solitary, team (2–6 plus 1 dire eel), patrol (5–10 plus 1 2nd-level subchief plus 1–2 dire eels), band (20–40 plus 1 2nd-level subchief per 20 adults and 1

5th-level chieftain plus 2–5 dire eels), or tribe (60–100 plus 100% noncombatants plus 1 2nd-level subchief per 20 adults, and 1 5th-level chieftain per 40 adults, and 1 high chief of 6th–8th level plus 2–5 dire eels)

Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2

This creature resembles a cross between a humanoid and an eel, with two fleshy appendages tipped with bony pincers, two stubby hind legs, and a hideous circular mouth filled with rings of teeth.

Anguillian

Illus. by D. Baker

Anguillians are aquatic hunters that inhabit the blackwater abysses of cold seas.

Their favorite prey is whales and giant squid, which they hunt down in large parties. They are scavengers too when need be, willing to eat any kind of flesh—even that of their own dead. They can't tolerate bright light and dare the surface only on moonless nights, to raid island shores or passing ships. During such brief sojourns out of the water, they wield crude spears of bone and coral in their pincers.

An adult anguillian is about 6 feet long and weighs 180 pounds. Anguillians speak a dialect of Sahuagin. More intelligent individuals also speak Aquan and languages of other undersea races.

COMBAT

A group of anguillians surround the opponent in all dimensions, darting in and attacking, then withdrawing as others move in.

Attach (Ex): If an anguillian hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached anguillian loses its Dexterity bonus to AC and has an AC of 14.

An attached anguillian can be struck with a weapon or grappled itself. To remove an attached anguillian through grappling, the opponent must achieve a pin against the anguillian.

Blood Drain (Ex): An anguillian that begins its turn attached to an opponent bores into its opponent's body and begins to drain fluids. It deals 1d4 points of Constitution damage each round it remains attached.

Landwalking (Ex): Anguillians can survive out of water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds anguillians for 1 round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Eels (Ex): Anguillians can communicate with eels and dire eels up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Anguillians can use the Handle Animal skill to befriend and train eels, even if untrained.

Skills: Anguillians have a +4 racial bonus on Hide and Spot checks. The bonus on Hide checks improves to +8 in areas of coral, rock, or heavy kelp.

An anguillian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ANGUILLIAN SOCIETY

A community of anguillians is a patriarchal hierarchy. A high chief rules and is served by numerous chieftains, who hold administrative positions, and subchiefs, who lead small hunting or battle groups. A leader faces frequent challenges from young males, for strength is the only measure of leadership anguillians recognize.

ANGUILLIAN CHARACTERS

An anguillian's favored class is ranger. Most anguillian leaders are rangers or fighters. Anguillian rangers usually choose animals as their favored enemy. Anguillian clerics worship Umberlee or The Mockery, and typically choose the domains of Destruction and Water.

AVENTI

1st-Level Aventi Warrior
Medium Humanoid (Human, Aquatic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 13 (+3 studded leather), touch 10, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Spear +3 melee (1d8+1)
Full Attack: Spear +3 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Aventi traits
Saves: Fort +3, Ref +0, Will –1
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Skills: Handle Animal +2, Intimidate +2, Swim +9
Feats: Weapon Focus (spear)
Environment: Temperate aquatic
Organization: Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 4th–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often lawful good
Advancement: By character class
Level Adjustment: +0

AVENTI SERGEANT

3rd-Level Aventi Fighter
Medium Humanoid (Human, Aquatic)
Hit Dice: 3d10+6 (27 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 15 (+1 Dex, +4 *+1 studded leather*), touch 11, flat-footed 14
Base Attack/Grapple: +3/+5
Attack: Masterwork halberd +7 melee (1d10+3/×3)
Full Attack: Masterwork halberd +7 melee (1d10+3/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Aventi traits
Saves: Fort +5, Ref +2, Will +2
Abilities: Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12
Skills: Handle Animal +7, Intimidate +5, Swim +12
Feats: Cleave, Iron Will, Power Attack, Weapon Focus (halberd)
Environment: Temperate aquatic
Organization: Squad (2–8), company (11–20 plus 2 3rd-level sergeants and 1 leader of 4th–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 3
Treasure: Standard
Alignment: Often lawful good
Advancement: By character class
Level Adjustment: +0

Aventi

Illus. by E. Polak

The being before you seems human at first glance, but his hair has a slight greenish tinge, and his forearms and calves have tough spines lying flat along his skin. He wears leather armor and carries a spear.

The aventi are a race of aquatic humanoids very closely related to humans – in fact, they were human before their transformation at the hands of Aventernus, their god, who sought to preserve his people in the face of a terrible cataclysm. They live in kingdoms ruled by paladin-kings of their god and protected by elite fighters and paladins, including the Order of the Pearl, knights clad in shimmering pearlsteel.

Aventi are of human height and proportions, with human features (excepting their hair color, which tends toward green or bluish tints). They have folding spurs or spines on the forearms and calves that anchor swimming fins; when the spines lie flat, they are not very noticeable. An aventi can easily pass for human by covering his legs and arms in long clothing.

Aventi speak Common, and many also learn Elven and Aquan, the languages of their neighbors.

Most aventi encountered outside their homes are warriors; the information presented here is for one of 1st level.

COMBAT

Aventi are clever warriors who think in three dimensions, preferring to flank opponents by approaching them from both above and below, which tends to confuse surface-dwellers. They usually wear leather armor studded with copper rivets or tough shells, and wield piercing weapons such as spears and short swords, which are not affected by water resistance.

The aventi warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis, 9, Cha 8. The aventi sergeant presented here had the following ability scores before racial adjustment: Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

AVENTI AS CHARACTERS

Aventi possess the following racial traits.

—Medium size.

—An aventi's base land speed is 30 feet. In water, an aventi has a swim speed of 30 feet.

—*Aquatic:* Aventi are aquatic humanoids, and have the aquatic and human subtypes.

—*Amphibious (Ex):* Aventi can breathe water or air equally well, without limitation.

—*Water Spell Power (Ex):* An aventi's effective caster level is +1 for spells with the water descriptor.

—*Human Blood:* For all effects related to race, an aventi is considered a human. Aventi are just as vulnerable to special effects that affect humans as humans are, and they can use magic items that are only usable by humans.

—*Automatic Languages:* Common. *Bonus Languages:* Aquan, Elven, Sahuagin.

—*Favored Class:* Any.

Blackskate

BLACKSKATE

Large Undead (Aquatic)
Hit Dice: 4d12 (26 hp)
Initiative: +3
Speed: Swim 40 ft. (8 squares)
Armor Class: 18 (+3 Dex, +6 natural, –1 size), touch 12, flat-footed 15
Base Attack/Grapple: +2/+11
Attack: Stinger +6 melee (1d6+2 plus poison)
Full Attack: Stinger +6 melee (1d6+2 plus poison) and bite +1 melee (1d8+5)
Space/Reach: 10 ft./5 ft.
Special Attacks: Blood rage, poison
Special Qualities: Blood tracker, darkvision 60 ft., damage reduction 5/slashing, scent, undead traits
Saves: Fort +1, Ref +4, Will +5
Abilities: Str 20, Dex 17, Con —, Int 12, Wis 12, Cha 16
Skills: Escape Artist +5, Hide +8 (+12 on seafloor), Listen +4, Move Silently +12, Search +4, Spot +4, Survival +8, Swim +16
Feats: Stealthy, Swim-By Attack*
Environment: Any aquatic
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 5–12 HD (Large)
Level Adjustment: —

*New feat described in Chapter 4

The thing before you undulates in the currents, moving wing-like projections at its sides like a pallid manta ray. Its body is an amalgamation of tattered flesh. Its is face made up of shattered pieces of bone roughly pulled together into a mismatched puzzle, as is the tail that now arcs scorpionlike over its back.

A blackskate is made up of cast-off bits of flesh, bone, scale, and cartilage that settle to the ocean floor. Somehow this organic detritus mixes with the dark currents of the blackwater trenches and a terrible undead creature is created. A blackskate's body is difficult to damage: the best way to destroy one is to hack it to pieces, which isn't an easy task in the water.

A blackskate seeks out living, warm-blooded creatures. Though it does not consume blood the way vampires and their ilk do, warm blood drives a blackskate into what merfolk call the blood rage—a state in which the creature becomes even more formidable.

Illus. by D. Baker

A blackskate is capable of inexorably tracking anyone whose blood it has scented, so long as it and its prey are in the same ocean.

COMBAT

A blackskate prefers to lie in wait, concealing itself beneath a thin layer of sand and silt much like a living stingray, and uses its deadly tail attack on the first creature that comes near it. It usually chooses to enter its blood rage at the first opportunity.

Blood Rage (Ex): A blackskate that begins its turn within 30 feet of a living, wounded creature can enter a blood rage. It thrashes back and forth with tremendous power, gaining a +2 bonus on attack and damage rolls and +2 dodge bonus to AC. The blood rage lasts for a number of rounds equal to 3 + the blackskate's Charisma modifier (normally 6 rounds total). It can enter a blood rage once per day.

Poison (Ex): A blackskate's venomous stinger is capable of administering a necrotic poison that causes flesh to quickly wither and slough off. Injury, Fortitude DC 15, 1d6 Con/1d6 Con. The save DC is Charisma-based.

Blood Tracker (Su): A blackskate is capable of tracking anyone whose blood it has tasted (that is, anyone whose blood has been shed near it in the water). It can follow any such trail infallibly, as long as its quarry remains in the same body of water as the blackskate. It succeeds automatically, unless the quarry uses some magical means of concealing its path. In such an instance, the blackskate can make a Survival check (DC 10 + caster level of spell or effect) in order to continue tracking its prey.

Skills: *When it is lying still along the seafloor, a blackskate gains a +4 racial bonus on Hide checks.

A blackskate has a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by D. Griffith

CALLER FROM THE DEEPS

Huge Elemental (Water)
Hit Dice: 9d8+90 (130 hp)
Initiative: –1
Speed: Swim 50 ft. (10 squares)
Armor Class: 22 (–1 Dex, –2 size, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple: +6/+22
Attack: Tentacle +13 melee (2d6+8)
Full Attack: 2 tentacles +13 melee (2d6+8)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict 2d6+8, enervating grip, improved grab
Special Qualities: Damage reduction 5/—, darkvision 60 ft., elemental traits, *siren's call*, *summon watery ally*
Saves: Fort +16, Ref +2, Will +4
Abilities: Str 26, Dex 9, Con 30, Int 15, Wis 12, Cha 14
Skills: Concentration +22, Listen +13, Spot +13, Swim +28
Feats: Combat Reflexes, Improved Natural Attack (tentacles), Swim-By Attack*, Weapon Focus (tentacles)
Environment: Any aquatic
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always neutral evil
Advancement: 10–18 HD (Huge); 19–27 HD (Gargantuan)
Level Adjustment: —
*New feat described in Chapter 4

An inky blot of cold black water, this horrific tentacled mass ripples and seethes in the water.

In the deep, black places of the ocean, strange things come to rest. Corpses, cast-offs magics, even light itself is pulled into these places and consumed. Little wonder then that sometimes, in such places, a malevolence grows. Impelled by the rot of the things of the light and driven by a horrible hunger, this thing becomes impatient waiting for the tides of the sea to pull the world above it down into its ravenous maw. It forms for itself a body out of the black, cold waters where it found its genesis and leaves the blackwater trenches of the deep oceans, seeking life and light to consume.

A caller from the deeps has the ability to call things to itself, so that it can consume them. It often lures sailors

Caller from the deeps

overboard with its call, enwrapping them as they leap into the cold water and feeding on their life's warmth. When endangered, a caller from the deeps has the ability to summon aquatic creatures to defend it.

COMBAT

A caller from the deeps maintains a very simple technique for hunting. It begins by calling its prey to itself, using *siren's call*. It then grapples those who enter the water, drowning them. Should any manage to put up enough of a fight to endanger its serenity, it summons a creature to defend itself and distract any adversaries. Only if its opponents fight their way past this summoned minion or manage to directly engage the caller itself will this creature focus its full attention and might on them.

Constrict (Ex): A caller from the deeps deals automatic tentacle damage with a successful grapple check.

Enervating Grip (Su): While dealing damage in a grapple, a caller from the deeps also drains the vitality of its target. Those who take grappling damage from a caller from the deeps must make a DC 24 Fortitude save or take 1 point of Constitution damage. This save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a caller from the deeps must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple, it establishes a hold and can both constrict and use its enervating grip ability.

Elemental Traits: A caller from the deeps has immunity to poison, magic sleep effects, paralysis, and stunning. It is not subject to critical hits or flanking. It cannot be *raised, reincarnated,* or *resurrected* (though a *limited wish, wish, miracle,* or *true resurrection* spell can restore it to life).

Siren's Call (Sp): Three times per day, a caller from the deeps can use a *siren's call* effect (DC 18). This new spell is described on page 121.

Summon Watery Ally (Sp): Once per hour, a caller from the deeps can summon a Medium water elemental or a Large fiendish shark. This creature remains for 10 minutes or until slain. This is the equivalent of a 4th-level spell.

Skills: A caller from the deeps has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CRAB, MONSTROUS

Monstrous crabs range in size from Small to Colossal. They are voracious scavengers that will eat anything, living or dead, they come across.

Monstrous crabs have the following special abilities, regardless of size.

Constrict (Ex): A monstrous crab deals damage equal to twice its normal claw damage plus its Strength bonus on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous crab must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Monstrous crabs have a +4 racial bonus on grapple checks.

Amphibious (Ex): Although monstrous crabs are aquatic, they can survive indefinitely on land.

Vermin Traits: A monstrous crab is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: A monstrous crab has a +4 racial bonus on Hide and Spot checks.

SMALL MONSTROUS CRAB

Small Vermin (Aquatic)
Hit Dice: 1d8+4 (8 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +0/+0
Attack: Claw +1 melee (1d4)
Full Attack: 2 claws +1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 2d4, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 10, Dex 11, Con 12, Int —, Wis 11, Cha 2
Skills: Hide +8, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Colony (2–5) or swarm (6–11)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: —

MEDIUM MONSTROUS CRAB

Medium Vermin (Aquatic)
Hit Dice: 3d8+6 (19 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +2/+8
Attack: Claw +4 melee (1d6+2)

Full Attack: 2 claws +4 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 2d6+2, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 15, Dex 11, Con 12, Int —, Wis 11, Cha 2
Skills: Hide +4, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Solitary, colony (2–5), or swarm (6–11)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Medium)
Level Adjustment: —

LARGE MONSTROUS CRAB

Large Vermin (Aquatic)
Hit Dice: 6d8+9 (36 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 18 (–1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +4/+17
Attack: Claw +8 melee (1d8+5)
Full Attack: 2 claws +8 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Constrict 2d8+5, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +6, Ref +2, Will +2
Abilities: Str 21, Dex 11, Con 12, Int —, Wis 11, Cha 2
Skills: Hide +0, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Solitary or colony (2–5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–11 HD (Large)
Level Adjustment: —

HUGE MONSTROUS CRAB

Huge Vermin (Aquatic)
Hit Dice: 12d8+27 (81 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 22 (–2 size, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple: +9/+28
Attack: Claw +14 melee (2d6+7)
Full Attack: 2 claws +14 melee (2d6+7)
Space/Reach: 15 ft./15 ft.
Special Attacks: Constrict 4d6+7, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +10, Ref +4, Will +4
Abilities: Str 25, Dex 11, Con 14, Int —, Wis 11, Cha 2
Skills: Hide –4, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Solitary or colony (2–5)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 13–23 HD (Huge)
Level Adjustment: —

GARGANTUAN MONSTROUS CRAB

Gargantuan Vermin (Aquatic)
Hit Dice: 24d8+51 (159 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 26 (–4 size, +20 natural), touch 6, flat-footed 26
Base Attack/Grapple: +18/+45
Attack: Claw +25 melee (3d6+11)
Full Attack: 2 claws +25 melee (3d6+11)
Space/Reach: 20 ft./20 ft.
Special Attacks: Constrict 6d6+11, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +16, Ref +8, Will +8
Abilities: Str 33, Dex 11, Con 14, Int —, Wis 11, Cha 2
Skills: Hide –8, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Solitary or pair
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 25–47 HD (Gargantuan)
Level Adjustment: —

COLOSSAL MONSTROUS CRAB

Colossal Vermin (Aquatic)
Hit Dice: 48d8+99 (315 hp)
Initiative: –1
Speed: 40 ft. (8 squares)
Armor Class: 28 (–8 size, –1 Dex, +27 natural), touch 1, flat-footed 28
Base Attack/Grapple: +36/+65
Attack: Claw +41 melee (4d6+13)
Full Attack: 2 claws +41 melee (4d6+13)
Space/Reach: 30 ft./30 ft.
Special Attacks: Constrict 8d6+13, improved grab
Special Qualities: Amphibious, low-light vision, scent
Saves: Fort +28, Ref +15, Will +16
Abilities: Str 37, Dex 9, Con 14, Int —, Wis 11, Cha 2

Skills: Hide –13, Spot +4
Feats: Toughness[B]
Environment: Temperate aquatic
Organization: Solitary
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 49–60 HD (Colossal)
Level Adjustment: —

DARFELLAN

1st-Level Warrior
Medium Humanoid (Darfellan)
Hit Dice: 1d8+1 (5 hp)
Initiative: –1
Speed: 10 ft. in hide armor (2 squares), base speed 20 ft.; swim 30 ft. in hide armor, base swim 40 ft.
Armor Class: 12 (–1 Dex, +3 hide), touch 9, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Harpoon +4 melee (1d10+3) or harpoon +0 ranged (1d10+2) or bite +3 melee (1d6+3)
Full Attack: Harpoon +4 melee (1d10+2) and bite –1 melee (1d6+1) or harpoon +0 ranged (1d10+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Racial hatred (sahuagin)
Special Qualities: Echolocation, hold breath
Saves: Fort +3, Ref –1, Will –1
Abilities: Str 15, Dex 9, Con 12, Int 10, Wis 9, Cha 8
Skills: Handle Animal +3 (+7 marine mammals), Listen –1, Spot –1, Swim +8
Feats: Weapon Focus (harpoon)
Environment: Temperate aquatic
Organization: Solitary, band (2–8), or pod (10–40 plus 100% noncombatants plus 1 3rd-level barbarian per 10 adults, 1 5th-level bard, and 1 5th-level barbarian)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: By character class
Level Adjustment: +0

DARFELLAN BARBARIAN

3rd-Level Barbarian
Medium Humanoid (Darfellan)
Hit Dice: 3d12+6 (31 hp)
Initiative: +0
Speed: 20 ft. in chitin armor (4 squares), base speed 30 ft.; swim 30 ft. in chitin armor, base swim 40 ft.
Armor Class: 15 (+0 Dex, +5 +1 *chitin*), touch 10, flat-footed 15
Base Attack/Grapple: +3/+6
Attack: Masterwork ranseur +6 melee (2d4+4/×3) or harpoon +4 ranged (1d10+3)
Full Attack: Masterwork ranseur +6 melee (2d4+4/×3) or harpoon +4 ranged (1d10+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Racial hatred (sahuagin), rage
Special Qualities: Echolocation, hold breath, trap sense, uncanny dodge
Saves: Fort +5, Ref +1, Will +2
Abilities: Str 16, Dex 11, Con 15, Int 8, Wis 12, Cha 10
Skills: Handle Animal +4 (+8 marine mammals), Jump +4, Listen +3, Spot +2, Survival +5, Swim +10
Feats: Power Attack, Weapon Focus (harpoon)
Environment: Temperate aquatic
Organization: Solitary, band (2–5), or pod (10–40 plus 100% noncombatants plus 1 3rd-level barbarian per 10 adults, 1 5th-level bard, and 1 5th-level barbarian)
Challenge Rating: 3
Treasure: Standard
Alignment: Often chaotic neutral
Advancement: By character class
Level Adjustment: +0

This humanoid is blocky in build, with a thick neck and a bullet-shaped head. Her skin is glossy black, broken by irregular white markings, and her wide mouth shows pointed teeth.

Darfellan

Illus. by J. Thomas

Darfellans are descended from orca lycanthropes and lead a simple hunting lifestyle. Their settlements are usually along rocky, forested coasts.

Darfellans are a somewhat wild people who enjoy swimming, playing, and hunting in the coastal waters, sometimes in the company of orcas. They are the dedicated foes of any who hunt and kill whales.

They love song, dance, and story and hold frequent gatherings to share traditional tales and new lore. Darfellans speak their own language, and some learn Common or Aquan.

COMBAT

Although they can be violent, darfellans do not usually initiate a battle, though they attack whale hunters without hesitation. They prefer to fight in the water, surrounding an enemy while darting in to make attacks. Out of water, they begin with ranged harpoon attacks, hoping to impale and then reel in enemies.

Skills: A darfellan has a +4 racial bonus on Handle Animal checks when working with orcas, dolphins, seals, whales, and other marine mammals.

A darfellan has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

The darfellan warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis, 9, Cha 8. The darfellan barbarian presented here had the following ability scores before racial adjustment: Str 14, Dex 13, Con 15, Int 8, Wis 12, Cha 10.

DARFELLANS AS CHARACTERS

Darfellans possess the following racial traits:

— +2 Strength, –2 Dexterity.

—Medium size.

—A darfellan's base land speed is 20 feet. In water, a darfellan has a swim speed of 40 feet.

— *Hold Breath (Ex):* A darfellan can hold her breath for a number of rounds equal to 8 × her Constitution score before she risks drowning.

— *Natural Attack:* A darfellan has a natural bite attack that deals 1d6 points of damage.

— *Echolocation:* A darfellan has blindsense out to 20 feet when in water.

— *Racial Hatred:* A darfellan has a +2 racial bonus on attack rolls and damage rolls against sahuagin.

—*Automatic Language:* Darfellan. *Bonus Languages:* Aquan, Common.

—*Favored Class:* Barbarian.

DARFELLAN SOCIETY

Darfellans inhabit small coastal settlements consisting of related family groups. Their society is not hierarchical, although the elders have great influence in matters affecting a community. Each village is self-contained, but darfellans have frequent gatherings in which the inhabitants of an area exchange news and participate in athletic and artistic activities.

Darfellans honor the Whale Mother, their patron deity, but also pay respect to other deities of the sea, especially Deep Sashelas (see page 49).

DINOSAUR

Dating back to the very dawn of the world, marine dinosaurs still hunt remote islands, uncharted seas, and hidden cavern-worlds deep in the Underdark. Large, powerful, and all-too-often blessed with savage and territorial dispositions, these creatures match the largest and hungriest sharks in terms of the threat they pose to adventurers in or around water.

The four creatures described here are not dinosaurs per se; they're actually marine reptiles who are often found near lands where dinosaurs exist.

ARCHELON

Huge Animal
Hit Dice: 12d8+84 (138 hp)
Initiative: –2
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 21 (–2 size, –2 Dex, +15 natural), touch 6, flat-footed 21
Base Attack/Grapple: +9/+26
Attack: Bite +16 melee (2d6+13)
Full Attack: Bite +16 melee (2d6+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision
Saves: Fort +16, Ref +2, Will +5
Abilities: Str 28, Dex 7, Con 22, Int 2, Wis 13, Cha 7
Skills: Listen +11, Spot +6, Swim +17
Feats: Great Fortitude, Toughness (×4)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

This huge turtle is easily 15 feet from nose to tail, with a powerful beaked jaw. Its feet are large, paddlelike flippers.

The archelon is a large, primitive sea turtle. While it often feeds on floating carrion or shellfish it digs up out of the mud, it is highly aggressive and is not afraid to come up out of the water in order to reach a meal on shore.

Combat

The archelon attacks with a snap of its oversized jaws.

Hold Breath (Ex): An archelon can hold its breath for a number of rounds equal to 10 × its Constitution score before it risks drowning. For a typical archelon, this is 220 rounds, or 22 minutes.

Skills: An archelon has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ICHTHYOSAUR

Large Animal
Hit Dice: 10d8+50 (95 hp)
Initiative: +3
Speed: Swim 50 ft. (10 squares)
Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 12
Base Attack/Grapple: +7/+16
Attack: Bite +11 melee (1d8+7)
Full Attack: Bite +11 melee (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +14, Ref +10, Will +4
Abilities: Str 20, Dex 17, Con 20, Int 2, Wis 13, Cha 9
Skills: Listen +9, Spot +10, Swim +13
Feats: Alertness, Combat Reflexes, Great Fortitude, Swim-By Attack
Environment: Warm aquatic
Organization: Solitary, pair, or school (3–6)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment: —

Ichthyosaur

Dolphinlike in appearance, this creature has a long, narrow jaw filled with countless small, sharp teeth. It is large and fast, with a single vertical fin in the center of its back.

The ichthyosaur is a fast marine reptile. Like a dolphin or killer whale, it is completely adapted to life in the water; it has fins instead of feet and a powerful tail for swimming. It is every bit as dangerous as a shark of the same size.

Combat

An ichthyosaur's jaws are designed for catching small fish with ease. Against a larger foe, such as a swimming adventurer, it uses hit-and-run tactics, racing in to snap and slash with its long, fang-studded jaws.

Hold Breath (Ex): An ichthyosaur can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical ichthyosaur, this is 120 rounds, or 12 minutes.

Skills: An ichthyosaur has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DINOSAUR NAMES IN EBERRON

In the world of Eberron, where dinosaurs and related giant reptiles are fairly common, people do not use the names of these creatures bestowed upon them by real-world paleontologists. The following table indicates the Common and Draconic names of the giant marine reptiles described in this book as they are used in Eberron—and perhaps in other worlds.

Scientific Name	Common Name	Draconic Name
Archelon	Giant snapper	Haka'hurak'aan
Ichthyosaur	Maultooth	Ka'khuva'ost
Mosasaur	Sea render	Vharag'ost
Plesiosaur	Fintail titan	Haka'paharan'ost

Illus. by F. Hooper

MOSASAUR

Huge Animal
Hit Dice: 15d8+99 (166 hp)
Initiative: +1
Speed: 10 ft. (2 squares), swim 50 ft.
Armor Class: 19 (–2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple: +11/+28
Attack: Bite +18 melee (2d8+9)
Full Attack: Bite +18 melee (2d8+9) and tail slap +13 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +17, Ref +10, Will +6
Abilities: Str 28, Dex 13, Con 22, Int 2, Wis 13, Cha 9
Skills: Listen +12, Spot +12, Swim +17
Feats: Alertness, Great Fortitude, Improved Natural Attack (bite), Toughness (×3)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 16–29 HD (Huge); 30–45 HD (Gargantuan)
Level Adjustment: —

This fearsome reptilian creature has a long, crocodilian body, with flippers instead of feet and a finned tail. Its huge jaws are filled with sharp teeth.

The mosasaur is a voracious beast that tries to make a meal out of anything smaller that it comes across. It can grow to a length of 40 feet or more, counting its long tail.

Combat

A mosasaur attacks with its huge, gaping jaws, and can deliver powerful slaps of its crocodilian tail as well.

Improved Grab (Ex): To use this ability, a mosasaur must hit an opponent at least two sizes smaller (Medium for a Huge mosasaur) with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the target in the following round.

Swallow Whole (Ex): A mosasaur can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. Once inside, the opponent each round takes 1d6+9 points of bludgeoning damage plus 1d8 points of acid damage from the mosasaur's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 20 points of damage to the mosasaur's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge mosasaur's gullet can hold 2 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Hold Breath (Ex): A mosasaur can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical mosasaur, this is 132 rounds, or over 13 minutes.

Skills: A mosasaur has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PLESIOSAUR

Gargantuan Animal
Hit Dice: 16d8+112 (184 hp)
Initiative: +4
Speed: 10 ft. (2 squares), swim 70 ft.
Armor Class: 12 (–4 size, +6 natural), touch 6, flat-footed 12
Base Attack/Grapple: +12/+36
Attack: Bite +20 melee (4d6+18)
Full Attack: Bite +20 melee (4d6+18)
Space/Reach: 20 ft./20 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +19, Ref +10, Will +6
Abilities: Str 34, Dex 10, Con 24, Int 2, Wis 13, Cha 9
Skills: Listen +9, Spot +9, Swim +27
Feats: Alertness, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Rapid Swimming*, Swim-By Attack*
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 17–32 HD (Colossal)
Level Adjustment: —
*New feat described in Chapter 4

This sleek, reptilian creature has a graceful, turtle-shaped body, with long, elegant flippers. Its sinuous neck ends in a snakelike head with extremely sharp teeth.

The plesiosaur, among the smartest of all dinosaurs, is a highly curious beast whose attention is often drawn to boats and anything out of the ordinary in its territory. Its many sharp teeth are well-suited to grabbing, holding, and swallowing fish whole; its slender neck

means it cannot swallow anything more than 18 inches wide. A plesiosaur averages about 45 feet long, with its extremely long neck accounting for roughly half that length.

Combat

While not aggressive, a plesiosaur might prod or nudge something that attracts its attention, such as a small boat (which from beneath might rather resemble another plesiosaur) or a clumsy swimmer. If attacked it defends itself vigorously with a powerful bite. A fully roused plesiosaur makes good use of its astonishing swim speed, Swim-By Attack, and the reach granted by its long flexible neck to make swift hit-and-run attacks.

Improved Grab (Ex): To use this ability, a plesiosaur must hit an opponent at least two sizes smaller (Large for a Gargantuan plesiosaur) with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the target in the following round.

Plesiosaur

Hold Breath (Ex): A plesiosaur can hold its breath for a number of rounds equal to 10 × its Constitution score before it risks drowning. For a typical plesiosaur, this is 240 rounds, or 24 minutes.

Skills: A plesiosaur has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DIRE ANIMAL

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

DIRE BARRACUDA

Large Animal (Aquatic)
Hit Dice: 8d8+16 (52 hp)
Initiative: +2
Speed: Swim 80 ft. (16 squares)
Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple: +6/+14
Attack: Bite +9 melee (1d8+6)
Full Attack: Bite +9 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Sprint
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +8, Will +5
Abilities: Str 19, Dex 15, Con 14, Int 1, Wis 12, Cha 2
Skills: Listen +6, Jump +29, Spot +6, Swim +12
Feats: Alertness, Iron Will, Run
Environment: Warm aquatic
Organization: Solitary, pair, or school (3–6)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

This very long, narrow-bodied fish flashes through the water, razor-sharp teeth snapping.

The dire barracuda is about 10 feet long and weighs around 300 pounds. It has bony protrusions along the spine and a mouth full of outsize teeth.

Combat

The dire barracuda is much more aggressive than its smaller cousin and sometimes hurls itself out of the water to attack.

Sprint (Ex): A dire barracuda can move up to three times its normal speed (240 feet) when it makes a charge.

Illus. by S. Wood

Skills: A dire barracuda has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

DIRE EEL

Large Animal (Aquatic)
Hit Dice: 6d8+15 (42 hp)
Initiative: +5
Speed: Swim 30 ft. (6 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +4/+12
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 10 ft./5 ft.
Special Attacks: Attach
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +6, Will +3
Abilities: Str 19, Dex 13, Con 14, Int 1, Wis 12, Cha 2
Skills: Hide +1 (+5 in coral, rock, or kelp), Listen +5, Spot +6, Swim +12
Feats: Improved Initiative, Toughness, Weapon Focus (bite)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

The dire eel is a moraylike animal of unusual size. It can reach lengths of 20 feet or more and weigh up to 500 pounds. It resembles its smaller relations in other respects.

Attach (Ex): If a dire eel hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its Dexterity bonus to AC and has an AC of 12.

An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Dire eels have a +4 racial bonus on Hide checks, which improves to +8 in areas of coral, rock, or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ELF, AQUATIC

1st-Level Warrior
Medium Humanoid (Elf, Aquatic)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares), swim 40 ft.
Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Trident +3 melee (1d8+1)
Full Attack: Trident +3 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Aquatic elf traits, superior low-light vision
Saves: Fort +3, Ref +1, Will –1 (+1 against enchantments)
Abilities: Str 13, Dex 13, Con 12, Int 8, Wis 9, Cha 8
Skills: Handle Animal +1, Listen +1, Ride +3, Search +1, Spot +1, Swim +9
Feats: Weapon Focus (trident)
Environment: Temperate aquatic
Organization: Squad (2–4), patrol (5–10 plus 2 3rd-level dolphinriders and 1 leader of 4th to 6th level plus 1–2 porpoises), or band (30–80 plus 25% noncombatants plus 1 3rd-level dolphinrider per 10 adults, 5 5th-level lieutenants, and 2 7th-level captains, plus 5–8 porpoises or 1–2 orcas, plus 2d6 hippocampi)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic good
Advancement: By character class
Level Adjustment: +0

AQUATIC ELF DOLPHIN RIDER

1st-Level Druid/2nd-Level Fighter
Medium Humanoid (Elf, Aquatic)
Hit Dice: 1d8+2 plus 2d10+4 (25 hp)
Initiative: +3
Speed: 30 ft. in masterwork sharkskin armor (6 squares), swim 40 ft.
Armor Class: 16 (+3 Dex, +3 sharkskin), touch 13, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Trident +4 melee or +6 ranged (1d8+1)
Full Attack: Trident +4 melee or +6 ranged (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Porpoise animal companion, spells
Special Qualities: Aquatic elf traits, spontaneous casting, superior low-light vision, wild empathy +0 (–4 magical beasts)
Saves: Fort +7, Ref +3, Will +3 (+5 against enchantments)
Abilities: Str 12, Dex 17, Con 14, Int 8, Wis 13, Cha 8

Skills: Concentration +4 (+8 casting defensively), Handle Animal +5, Knowledge (nature) +3 Listen +3, Ride +5, Search +1, Spot +3, Survival +5, Swim +9
Feats: Combat Casting, Weapon Focus (trident)
Environment: Temperate aquatic
Organization: Squad (2–4), patrol (5–10 plus 2 3rd-level dolphinriders and 1 leader of 4th to 6th level plus 1–2 porpoises), or band (30–80 plus 25% noncombatants plus 1 3rd-level dolphinrider per 10 adults, 5 5th-level lieutenants, and 2 7th-level captains, plus 5–8 porpoises or 1–2 orcas, plus 2d6 hippocampi)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +0

This humanoid is slender and slightly shorter than a human. He has pale, greenish-silver skin and emerald-green hair. His ears are pointed, and his fingers and toes are partially webbed.

Aquatic elf

Aquatic elves are also known as sea elves. Other than skin and hair color, they resemble their terrestrial kin, but the gill slits beneath their ears and the delicate webbing of fingers and toes proclaims their marine nature.

Aquatic elves are peaceful by nature and love to roam the open seas, in the company of aquatic animals such as porpoises and whales. However, they loathe the sahuagin and above all the foul malenti who mock their elven form. The presence of sahuagin sends an entire aquatic elf community to battle, and the fighting does not end until one side or the other is eradicated.

Porpoises and orcas willingly ally with aquatic elves and assist them in combat, but they are not beasts of burden. Aquatic elves often ride trained hippocampi into battle. They speak Common and Elven, and often know the language of sahuagin as well.

COMBAT

When aquatic elves fight, they are ruthless and clever. In water, they start by charging from below (especially against foes not used to fighting in three dimensions). They sometimes try to drive an aquatic enemy on shore to render it helpless. Battles between sea elves and sahuagin also include large numbers of porpoises and sharks. Aquatic elf warriors favor light armor, usually "leather" crafted from eel or shark skins, or from fish scales sewn onto thick cloth.

Druid Spells Prepared: 0—*cure minor wounds* (DC 11), *flare* (DC 11), *read magic*; 1st—*charm animal* (DC 12), *magic fang* (DC 12).

Skills: An aquatic elf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

The aquatic elf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. The aquatic elf dolphin rider presented here had the following ability scores before racial adjustments: Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

AQUATIC ELVES AS CHARACTERS

Aquatic elves possess the following racial traits.

—+2 Dexterity, –2 Intelligence.

—Medium size.

—An aquatic elf's base land speed is 30 feet. An aquatic elf has a swim speed of 40 feet.

—Immunity to sleep spells and effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

—*Gills:* An aquatic elf can survive out of the water for 1 hour per point of Constitution. After that, he risks suffocation (see Suffocation, page 304 of the *Dungeon Master's Guide*).

—*Superior Low-Light Vision (Ex):* Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

—+2 racial bonus on Listen, Search, and Spot checks. An aquatic elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he where actively looking for it.

—*Weapon Proficiencies:* Aquatic elves are automatically proficient with the net, spear, trident, and aquatic crossbow (see page 107).

Illus. by J. Thomas

—*Automatic Languages:* Common, Elven. *Bonus Languages:* Aquan, Draconic, Sahuagin.

—*Favored Class:* Fighter.

AQUATIC ELF SOCIETY

Aquatic elves cherish privacy and freedom. Their communities are built in coral caves or seaweed-filled lagoon bottoms, camouflaged to avoid notice. Druids and rangers keep watch on the settlement and use magic to further hide its existence, along with snares and traps to discourage exploration. A typical sea elf settlement contains several hundred inhabitants, and communities stay in touch through a system of messengers, often riding hippocampi.

Porpoises, and occasionally orcas, are never far from a sea elf village, and the community's druids are especially attentive to these creatures, seeing them as emissaries of the water spirits. The animals also assist in defending the settlement.

Eadro, the patron deity of merfolk, tritons, and locathah, receives some worship, but most sea elves honor Deep Sashelas (see page 49).

GOLEM, CORAL

Huge Construct (Aquatic)
Hit Dice: 16d10+40 (128 hp)
Initiative: +0
Speed: 30 ft. (6 squares), swim 30 ft.
Armor Class: 20 (–2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +12/+26
Attack: Slam +16 melee (2d8+6 plus stun) or coral star +10 ranged (1d6+6 plus stun)
Full Attack: 4 slams +16 melee (2d8+6 plus stun) or 4 coral stars +10 ranged (1d6+6 plus stun)
Space/Reach: 15 ft./15 ft.
Special Attacks: Stun
Special Qualities: Construct traits, damage reduction 10/bludgeoning and magic, darkvision 60 ft., fast healing 10, low-light vision
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 22, Dex 11, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Warm aquatic
Organization: Solitary
Challenge Rating: 9
Treasure: See text
Alignment: Always neutral
Advancement: 17–24 HD (Huge); 25–32 HD (Gargantuan)
Level Adjustment: —

A creature composed of beautiful, sharp coral lurches forward with four thick coral legs. Stemming from its core are four semi-hollow coral arms bristling with sharp, colorful flanges.

Coral golems are dazzlingly beautiful creations, built to guard undersea lairs and sunken treasure troves. They can be constructed from coral of any color.

A coral golem stands 20 feet tall but is largely hollow and weighs a mere 3,000 pounds.

A coral golem cannot speak or make any vocal noise. It moves with a ponderous but smooth gait, and it crackles and crunches with each heavy step.

The coral from a destroyed coral golem can be salvaged and sold for 500 gp per Hit Die of the golem. The coral recovered from a destroyed coral golem cannot be used to fashion a new coral golem.

COMBAT

A coral golem's lurching gait belies its deadly accuracy in battle. It attacks with four heavy limbs that are treated as bludgeoning, piercing, and slashing weapons for the purpose of overcoming damage reduction. In addition to its painful slam attacks, a coral golem can break off small, star-shaped fragments of its body and hurl them at opponents. These coral stars can be thrown and have a range increment of 30 feet underwater and 120 feet on land.

Coral golem

Illus. by J. Nelson

A damaged coral golem regrows lost coral quickly, giving it fast healing and an effectively unlimited supply of coral stars.

Stun (Ex): Any creature struck by a coral golem's slam attack or coral star must succeed on a DC 18 Fortitude save or be stunned for 1 round (until the beginning of the coral golem's next turn). The save DC is Constitution-based.

Construct Traits: A coral golem has darkvision out to 60 feet and low-light vision. It is immune to all mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, or death from massive damage. It does not breathe, eat, or sleep. It is destroyed when reduced to 0 hit points and cannot be raised or resurrected.

CONSTRUCTION

A coral golem's ornate body is sculpted from beds of harvested coral. The raw materials needed to assemble a coral golem cost 16,000 gp. Assembling the body requires a DC 24 Craft (sculpting) check.

A coral golem with more than 16 Hit Dice can be created, but each additional Hit Die adds +1,000 gp to the cost of raw materials and +2,500 gp to the market price.

CL 14th; Craft Construct, *geas/quest, regenerate, symbol of stunning,* caster must be at least 14th level; Price 124,000 gp; Cost 78,000 gp + 4,960 XP.

HADOZEE

1st-Level Warrior
Medium Humanoid (Hadozee)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft. (6 squares), glide 40 feet (poor)
Armor Class: 13 (+3 studded leather), touch 10, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Falchion +2 melee (2d4+1/18–20) or javelin +1 ranged (1d6+1)
Full Attack: Falchion +2 melee (2d4+1/18–20) or javelin +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Hadozee traits
Saves: Fort +3, Ref +0, Will –1
Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Skills: Balance +4, Climb +9, Profession (sailor) +1
Feats: Dodge[B], Mobility
Environment: Warm forest, seagoing
Organization: Solitary, gang (2–4), or crew (11–20 plus 2 mates of 3rd level plus 1 captain of 5th level and 5–8 noncombatant cabin boys)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +0

HADOZEE FIRST MATE

3rd-Level Hadozee Ranger
Medium Humanoid (Hadozee)
Hit Dice: 3d8+3 (20 hp)
Initiative: +2
Speed: 30 ft. (6 squares), glide 40 feet (poor)
Armor Class: 16 (+2 Dex, +4 masterwork chain shirt), touch 12, flat-footed 14
Base Attack/Grapple: +3/+4
Attack: Cutlass +6 melee (1d6+1/19–20)
Full Attack: Cutlass +4 melee (1d6+1/19–20) and cutlass +4 melee (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Favored enemy animals +2
Special Qualities: Hadozee traits, wild empathy +6 (+2 magical beasts)
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 12, Dex 15, Con 13, Int 8, Wis 10, Cha 14
Skills: Balance +6, Climb +10, Handle Animal +8, Knowledge (nature) +7, Profession (sailor) +6, Survival +6.
Feats: Dodge[B], Endurance[B], Track[B], Two-Weapon Fighting[B], Weapon Finesse, Weapon Focus (cutlass)
Environment: Warm forest, seagoing
Organization: Solitary, gang (2–4), or crew (11–20 plus 2 mates of 3rd level plus 1 captain of 5th level and 5–8 noncombatant cabin boys)
Challenge Rating: 3
Treasure: Standard
Alignment: Often neutral
Advancement: By character class
Level Adjustment: +0

The creature looks like a simian of some kind, covered in tawny fur, with a muzzle full of small, sharp teeth. He has wide winglike flaps of skin joining his wrists to his ankles, and wears a simple leather harness with a cutlass at his hip.

Hadozee are a race of humanoid wanderers and sailors. Though simian in appearance, they are just as intelligent as humans; only those who do not know better treat them as "deck apes." They are known the world over for their skill as sailors and their love of the sea and the vessels that sail upon it.

Hadozee are about human in height, though they seem slightly shorter due to a tendency to stoop forward. Their arms and legs are well muscled and excellent for

climbing, aided by prehensile toes. Most interestingly of all, hadozee sport a set of patagia, flaps of loose, strong skin that stretches between their legs and arms. Using these flaps, they can achieve a gliding flight. It isn't uncommon to see hadozee aboard a ship scrambling nimbly up into the rigging using hands and feet, then launching themselves into the air to return to the deck.

Hadozee speak Common and Hadozee; many also learn Elven.

Most hadozee encountered outside their homes are warriors or experts (sailors); the information presented here is for a 1st-level warrior.

Hadozee

Illus. by J. Nelson

COMBAT

Though normally peaceful, hadozee enjoy a good scrap and a friendly brawl. When combat breaks out in their vicinity, they usually join in with gusto. Hadozee are fond of scrambling up to seize the high ground, then leaping or gliding down on top of their opponents. They prefer nonlethal fights to blood-baths and seldom hold grudges.

The hadozee warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. The hadozee first mate presented here had the following ability scores before racial adjustments: Str 12, Dex 15, Con 13, Int 8, Wis 10, Cha 14.

HADOZEE AS CHARACTERS

Hadozee possess the following racial traits.

—+2 Dexterity, –2 Charisma.

—Medium size.

—A hadozee's base land speed is 30 feet.

—*Gliding:* A hadozee can use its wings to glide, negating any damage from a fall of any height and allowing travel 20 feet horizontally for every 5 feet of descent. A hadozee glides at a speed of 40 feet (poor maneuverability).

— +4 racial bonus on Balance and Climb checks. Hadozee do not lose their Dexterity bonus to AC while climbing and can climb unimpeded while holding something in one hand. All hadozee have access to Profession (sailor) as a class skill whatever their actual class.

—*Bonus Feat:* Dodge.

—*Automatic Languages:* Common, Hadozee. *Bonus Languages:* Aquan, Elven, Halfling.

—*Favored Class:* Rogue.

HAMMERCLAW

Large Magical Beast (Aquatic)
Hit Dice: 6d10+18 (54 hp)
Initiative: +4
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 18 (–1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple: +6/+14
Attack: Claw +9 melee (1d6+4)
Full Attack: 2 claws +9 melee (1d6+4)
Space/Reach: 10 ft./ 10 ft.
Special Attacks: Constrict 2d6+4, improved grab, sonic pulse
Special Qualities: Amphibious, darkvision 60 ft., resistance to sonic 10,
Saves: Fort +8, Ref +5, Will +5
Abilities: Str 19, Dex 10, Con 17, Int 4, Wis 12, Cha 8
Skills: Hide +5 (+9 in rocky areas), Listen +5, Spot +5, Swim +12
Feats: Alertness, Improved Initiative, Iron Will
Environment: Temperate aquatic
Organization: Solitary or pair
Challenge Rating: 4
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

Armed with huge, oversized claws, this lobsterlike creature has a pale purple, mottled shell, and its blue stalked eyes weave inquisitively from side to side. It is as large as a horse.

Hammerclaws are dangerous aquatic predators armed with an unusual weapon—a deadly sonic bolt that can stun even the most difficult prey. They like to lurk in hiding, ambushing anything that happens by. The creatures possess a vicious, near-bestial cunning and slyness and often attack even when not hungry simply for the pleasure of injuring other creatures.

Hammerclaws speak Aquan, although they rarely can manage more than a few dozen words of the language.

COMBAT

Hammerclaws wait to begin a combat until their foe wanders within range of their sonic bolt. They seek to quickly stun their prey, then scuttle forward to

seize and devour the hapless victim before it recovers from its stunned state.

Constrict (Ex): A hammerclaw deals 2d6+4 points of damage when it wins a grapple check.

Improved Grab (Ex): To use this ability, a hammerclaw must hit an opponent of its own size or smaller with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Sonic Pulse (Su): A hammerclaw can create a deadly cone of sonic energy by snapping its great claw. This cone has a range of 30 feet. Any creature within the area takes 4d6 points of sonic damage and is stunned for 1d4 rounds. A DC 16 Fortitude save negates the stun and halves the damage. The save DC is Constitution-based.

Amphibious (Ex): Although the hammerclaw is aquatic, it can survive indefinitely on land.

Skills: A hammerclaw's mottled shell gives it a +4 racial bonus on Hide checks, which improves to +8 in areas of coral or rock. A hammerclaw has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Hammerclaw

Organization: Solitary, pair, or pod (5–12)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment: +2 (cohort)

This beast looks like a cross between a horse and a fish. It has fins instead of hooves and mane, and its equine body trails off into a scaly fish's tail.

HIPPOCAMPUS

Large Magical Beast (Aquatic)
Hit Dice: 3d10+9 (25 hp)
Initiative: +2
Speed: Swim 50 ft. (10 squares)
Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+10
Attack: Tail slap +5 melee (1d6+3)
Full Attack: Tail slap +5 melee (1d6+3) and bite +0 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +6, Ref +5, Will +4
Abilities: Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills: Jump +11, Listen +6, Spot +6, Swim +11
Feats: Alertness, Iron Will
Environment: Temperate aquatic

Hippocampi are the horses of the sea, favored as both racers and as mounts. Although not easy to domesticate, they willingly serve good causes. They are favored mounts of tritons and aquatic elves.

In the wild, hippocampi speed through the open waters, alone or in loose groups. They love racing and are always on the move. They can sometimes be convinced to join an aquatic civilization, as long as they still have the freedom to move about as they wish.

Hippocampi speak simple Aquan.

COMBAT

A hippocampus prefers to outrun danger. Hippocampi are free spirits, making it difficult to teach them the discipline required for combat mounts. For those who succeed, a battle-trained hippocampus lashes with its powerful tail and can bite its rider's opponents.

Skills: A hippocampus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the

Illus. by J. Nelson

Hippocampus

Illus. by F. Hooper

run action while swimming, provided it swims in a straight line.

TRAINING A HIPPOCAMPUS

A hippocampus needs training to learn to bear a rider in combat and obey orders. Use the normal Handle Animal rules, adding +5 to the DCs since it is a magical beast. Riding a hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippocampus foals are worth 1,500 gp each on the open market. Hippocampi mature at the same rate as horses. Professional trainers charge 500 gp to rear or train a hippocampus.

Carrying Capacity: A light load for a hippocampus is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds.

LEECH, GIANT

Small Vermin (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: Swim 10 ft. (2 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
Base Attack/Grapple: +0/–6
Attack: Bite +2 melee (1 plus blood drain)
Full Attack: Bite +2 melee (1 plus blood drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Anesthetize, attach, blood drain, disease
Special Qualities: Blindsight 10 ft., scent
Saves: Fort +2, Ref +1, Will –1
Abilities: Str 6, Dex 12, Con 11, Int —, Wis 8, Cha 2
Skills: Hide +9, Swim +6
Feats: Weapon Finesse[B]
Environment: Warm marsh
Organization: Colony (2–5) or swarm (6–11)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This wormlike creature is the size of a human forearm. Its mouth is a round, suckerlike orifice.

Giant leeches have little ability to attack foes in open water or clear terrain but can pose a serious danger to characters wading or swimming in murky or muddy water.

COMBAT

Giant leeches are found in murky water, where they can approach prey unseen. Characters might be attacked without even noticing.

(*DM Tip:* Take note of the PCs' Spot checks and AC before running an encounter with giant leeches. Record damage dealt by an undetected leech, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature bitten by a giant leech must succeed on a Spot check (opposed by the giant leech's Hide check) to notice the attack if both the leech and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leech, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech without seeing it, notice the attack automatically.

Attach (Ex): If a giant leech hits with its bite attack, it uses its suckerlike mouth to latch onto the opponent's body. It deals no additional damage when it is attached, but it drains blood (see below). An attached leech loses its Dexterity bonus to AC and has an AC of 11.

An attached leech can be struck with a weapon or grappled itself. To remove an attached leech through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A leech that is attached to its opponent deals 1 point of Constitution damage per round until it deals a total of 6 points, at which point it detaches from its target and swims off to digest its meal.

Disease (Ex): A creature bitten by a giant leech must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Skills: Giant leeches have a +4 racial bonus on Hide checks. A giant leech has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

NEREID

Medium Fey (Aquatic, Extraplanar)
Hit Dice: 3d6+3 (13 hp)
Initiative: +7
Speed: 30 ft. (6 squares), swim 40 ft.
Armor Class: 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13
Base Attack/Grapple: +1/+0
Attack: Touch +4 melee (drown) or dagger +4 melee (1d4–1/19–20)
Full Attack: Touch +4 melee (drown) or dagger +4 melee (1d4–1/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Drown, spell-like abilities, *summon water elemental*
Special Qualities: Deflection, displacement, low-light vision, resistance to cold 10 and fire 10, shawl, speak with animals
Saves: Fort +2, Ref +6, Will +4
Abilities: Str 9, Dex 17, Con 12, Int 13, Wis 12, Cha 16
Skills: Escape Artist +9, Handle Animal +9, Hide +9 (+17 in water), Knowledge (the planes) +7, Listen +7, Ride +5, Spot +7, Survival +1 (+3 on other planes), Swim +7, Use Magic Device +9, Use Rope +3 (+5 involving bindings)
Feats: Improved Initiative, Weapon Finesse
Environment: Temperate aquatic
Organization: Solitary or splash (2–4, plus 1–2 octopi, squid, or porpoises)
Challenge Rating: 4
Treasure: No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +3

A graceful, nymphlike being rises from the water, draped in a flowing white shawl reminiscent of a cresting wave.

Nereid

Illus. by L. Moyer

Nereids are retiring fey native to the Elemental Plane of Water. They resemble tritons and share a common ancestry, but unlike their cousins they have never moved permanently to the Material Plane. Nereids occasionally leave their home plane to explore Material Plane seas.

Tales speak of nereids as beautiful women who drown men with a kiss, but in fact they are extremely shy. A nereid is nearly impossible to detect in its element, with a shimmering body that is almost transparent. On the rare occasions that a nereid leaves the water, it takes on a more solid-looking appearance, resembling a pale elf wearing a distinctive shawl.

Nereids are often found in the company of sea creatures and water elementals. They speak Aquan with voices that sound like the soft hiss of surf.

COMBAT

A nereid relies on concealment and camouflage to avoid danger, and it does not attack unless in the most desperate circumstances (such as retrieving a stolen shawl). Nereids use their water magic to hold back attackers and summon elemental allies to assist them in combat.

Drown (Su): A nereid can make a special touch attack to try to fill an opponent's lungs with water. The opponent can resist this effect with a DC 16 Fortitude save. On a failed save the opponent begins to drown (see Drowning on page 304 of the *Dungeon Master's Guide*). The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*air breathing** (DC 16); 3/day—*control currents**; 1/day—*control water* (DC 19), *wall of ice* (DC 17). Caster level 10th. The save DCs are Charisma-based. *New spell described in Chapter 6.

Summon Water Elemental (Sp): Once per day a nereid can attempt to summon 1d3 Small water elementals or a single Medium water elemental. The summoned elementals remain for 1 hour or until slain. This ability is the equivalent of a 5th-level spell.

Deflection (Ex): A nereid adds a deflection bonus to AC equal to its Charisma bonus.

Displacement (Su): A nereid's shimmering form makes its true location difficult to surmise. Any melee or ranged attack directed against it has a 50% miss chance unless the attacker can locate the nereid by some means other than sight. A *true seeing* effect allows the user to see the nereid's position, but *see invisibility* has no effect.

Shawl (Su): Every nereid is wrapped in a delicate shawl of seafoam white, to which its essence is bound. A nereid whose shawl is destroyed quickly fades and dies within 1 hour. Cruel individuals coerce the service of nereids by stealing their shawls, and a nereid so deprived will do everything in its power to regain the item.

A nereid's shawl can be taken while it is worn by using the disarm action (see page 155 of the *Player's Handbook*), though this is a difficult task. Treat the shawl as a well-secured item, which means that you must first pin the nereid before you can use the disarm action (and even then, the nereid gains a +4 bonus on its roll to resist the attempt).

Speak with Animals (Su): Nereids can speak with animals, though only simple concepts can be communicated (as the *speak with animals* spell).

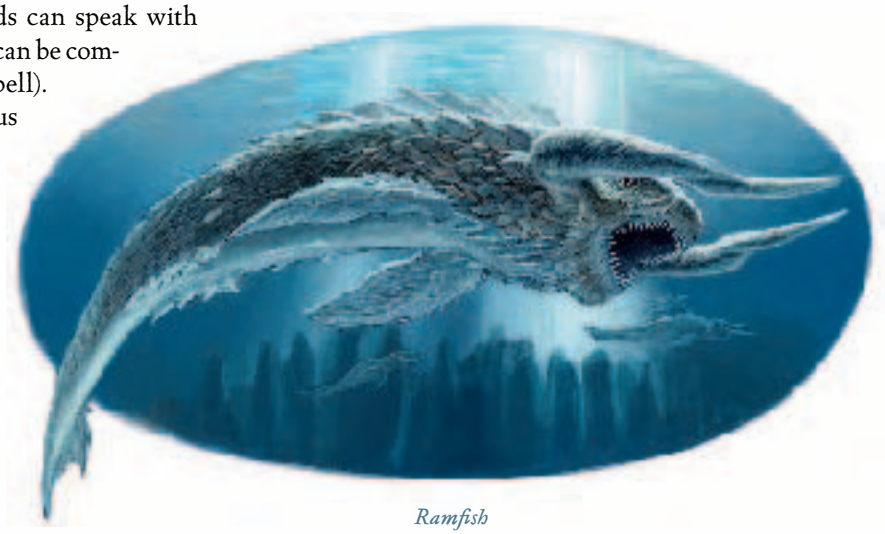
Skills: Nereids have a +8 racial bonus on Hide checks underwater because of their near transparency while submerged.

A nereid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by D. Baker

RAMFISH

Large Magical Beast (Aquatic)
Hit Dice: 10d10+43 (98 hp)
Initiative: +5
Speed: Swim 40 ft. (8 squares)
Armor Class: 20 (–1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple: +10/+19
Attack: Gore +14 melee (2d6+5)
Full Attack: Gore +14 melee (2d6+5) and bite +9 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision, low-light vision
Saves: Fort +11, Ref +8, Will +5
Abilities: Str 21, Dex 13, Con 18, Int 2, Wis 14, Cha 5
Skills: Listen +7, Spot +7, Swim +16
Feats: Improved Bull Rush[B], Improved Initiative, Improved Natural Attack (gore), Powerful Charge, Toughness
Environment: Temperate aquatic
Organization: Solitary, pair, or school (3–6)
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 11–15 HD (Large); 16–21 HD (Huge)
Level Adjustment: —



Ramfish

POWERFUL CHARGE

A creature with this feat can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When a creature with this feat charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can only apply this extra damage to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

This massive fish has a heavily armored head, from which spiral two massive ramlike horns. Its dull black eyes glare out from under its formidable armament.

The ramfish (sometimes called the hornfish or spiralfish among oceanic races who have never seen a ram) is a massive fish some 8 to 10 feet long and weighing well over 500 pounds Sheathed in tough scales peppered with studs of sharp bone, the ramfish is a danger to all who would hunt it. The bone deposits are heaviest at its head, where both genders grow wickedly spiraling horns. These horns allow the ramfish to charge its enemies head-first, dealing out grievous injuries. The ramfish also has a mouth full of needlelike teeth, normally used simply for eating, that it will use to attack with if cornered.

A school of ramfish often completely dominate their home stretch of sea, since they hunt most creatures smaller than themselves. They themselves are rarely hunted, for usually only large monsters such as dragon turtles and krakens can successfully hunt them.

Ramfish have been successfully domesticated by aquatic elves and locathah, who use them as beasts of burden or guardian creatures. The process is simple: Since the ramfish is very protective of its school, its masters simply imprint themselves with the creature, causing it to consider them part of its school.

COMBAT

When possible, a ramfish leads off its aggressions by using its Powerful Charge feat (see the sidebar) to deliver a devastating ramming attack. If it wishes to separate prey from a group, it uses Improved Bull Rush instead. When delivering a bull rush at the end of a charge, the ramfish's total bonus on its Strength check is +11.

Skills: A ramfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

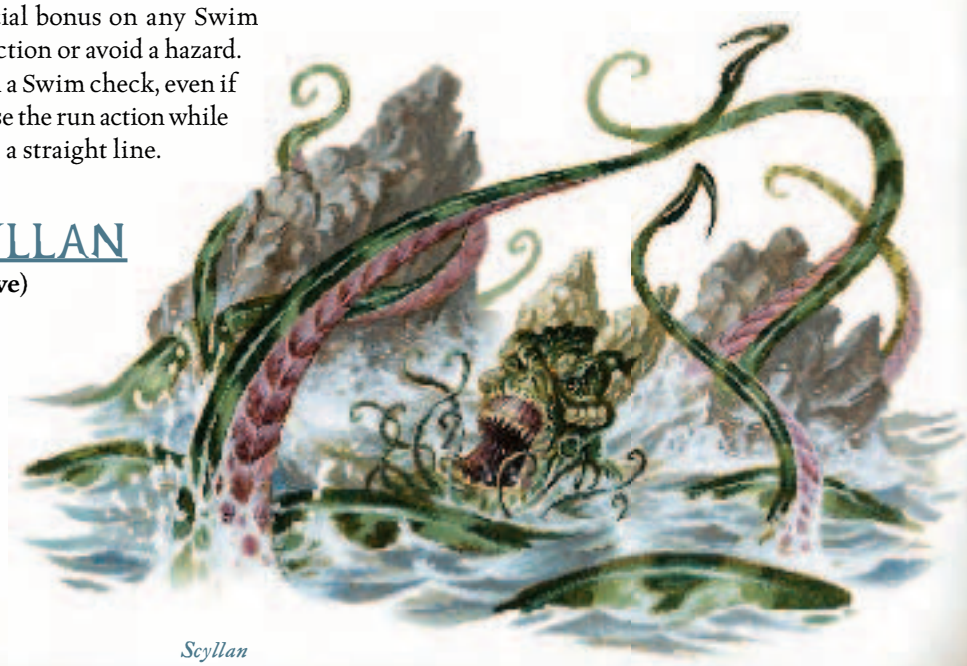
SCYLLAN

Huge Outsider (Aquatic, Native)
Hit Dice: 16d8+112 (184 hp)
Initiative: +7
Speed: Swim 50 ft. (10 squares)
Armor Class: 29 (–2 size, +3 Dex, +18 natural), touch 11, flat-footed 26
Base Attack/Grapple: +16/+35
Attack: Tentacle +25 melee (1d8+11)
Full Attack: 4 tentacles +25 melee (1d8+11) and 2 claws +23 melee (2d6+5)
Space/Reach: 15 ft./15 ft. (30 ft. with tentacle)
Special Attacks: Constrict 1d8+11, *control water*, frightful noise, improved grab, swallow whole
Special Qualities: Damage reduction 10/magic and silver, darkvision 60 ft., spell resistance 27
Saves: Fort +17, Ref +13, Will +15
Abilities: Str 33, Dex 17, Con 25, Int 8, Wis 20, Cha 6
Skills: Hide +14, Intimidate +17, Jump +38, Knowledge (nature) +20, Listen +24, Spot +24, Survival +26, Swim +19
Feats: Ability Focus (frightful noise), Improved Initiative, Improved Natural Attack (claw), Multiattack, Swim-By Attack*, Weapon Focus (tentacle)
Environment: Cold aquatic
Organization: Solitary
Challenge Rating: 13
Treasure: Double standard
Alignment: Always lawful evil
Advancement: 17–24 HD (Huge); 25–32 HD (Gargantuan)
Level Adjustment: —

*New feat described in Chapter 4.

A monstrous creature rises from the black water, its upper body a mass of lashing tentacles surrounding two fearsome claws. A toothy maw gapes in its fishlike head.

Scyllans are descendants of the fabulous Scylla, an ancient fiendish sea monster (some say archdevil) with six snaky heads. Today, these lesser fiends primarily inhabit the frozen ocean of Stygia in the Nine Hells of Baator, but many have adapted to the relatively mild oceans of the Material Plane. A typical scyllan is about 20 feet tall and weighs around 10,000 pounds.



Scyllan

Illus. by J. Nelson

A scyllan lurks in treacherous passages through rocks or reefs where ships must maneuver carefully. As a vessel passes its lair, the creature grabs with its tentacles, snatching prey from the decks and rigging. It stuffs itself greedily with as much food as it can get and continues to fight while digesting the meal.

Mariners tell chilling tales of the scyllan's horrible wailing, like the winds of a cyclone. The dreadful sound saps the will, leaving ships' crews helpless in the face of the monster.

Scyllans can speak Aquan and Infernal but rarely do. The only sound they usually make is their frightful noise.

COMBAT

Once a ship has come within reach, a scyllan begins to utter its frightful noise to make the harvest easier. A scyllan that has grabbed prey can either transfer it to its massive crushing claws or gulp it down. Scyllans prefer to soften up larger prey with the claws first before eating it, but they swallow human-sized creatures without a thought.

Constrict (Ex): A scyllan deals 1d8+11 points of damage with a successful grapple check made with a claw.

Control Water (Sp): 1/hour, caster level 16th.

Frightful Noise (Su): A scyllan produces a wailing sound by blowing air through the comblike growths on its head. This horrible racket is unsettling to nearby creatures. The scyllan activates its frightful noise as a move action and can end it anytime as a free action. Creatures within 100 feet of the scyllan are subject to the effect if they have fewer HD than the scyllan.

A potentially affected creature who succeeds on a DC 18 Will save is immune to that scyllan's frightful noise for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Scyllans are unaffected by the frightful noise of other scyllans.

Frightful noise is a sonic, mind-affecting compulsion. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

Improved Grab (Ex): To use this ability, a scyllan must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can transfer the grabbed creature to a claw as a free action or attempt to swallow it whole. A scyllan that transfers a creature to its claw can constrict.

Swallow Whole (Ex): A scyllan can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d6 points of acid damage per round. A swallowed creature can cut its way out using a light slashing or piercing weapon to deal 25 points of damage to the maw (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge scyllan's maw holds 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A scyllan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEAWOLF

Medium Magical Beast (Shapechanger)
Hit Dice: 4d10+8 (30 hp)
Initiative: +3
Speed: 10 ft. (2 squares), swim 40 ft.; or 30 ft., swim 20 ft. in hybrid form; or 30 ft. in humanoid form
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14 in seawolf or hybrid form; or 20 (+3 Dex, +4 natural, +2 leather armor, +1 light shield), touch 13, flat-footed 17 in human form
Base Attack/Grapple: +4/+6
Attack: Bite +7 melee (1d6+3) in seawolf or hybrid form; or longsword +6 melee (1d8+2/19–20) in human form
Full Attack: Bite +7 melee (1d6+3) in seawolf form, or bite +7 melee (1d6+2) and 2 claws +1 melee (1d4+1) in hybrid form, or longsword +6 melee (1d8+2/19–20) in human form
Space/Reach: 5 ft./5 ft.
Special Attacks: Curse
Special Qualities: Change shape, darkvision 60 ft., hold breath, low-light vision, scent
Saves: Fort +6, Ref +7, Will +5
Abilities: Str 15, Dex 17, Con 14, Int 10, Wis 14, Cha 12
Skills: Bluff +3, Disguise +3, Hide +5, Listen +6, Move Silently +5, Profession (sailor) +4, Spot +6, Swim +10
Feats: Iron Will, Stealthy[B], Weapon Focus (bite)
Environment: Temperate aquatic
Organization: Solitary, pair, or pack (5–11)
Challenge Rating: 3
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–12 HD (Medium)
Level Adjustment: +2

This seallike creature is sleek and powerful. Its face and jaws are those of a ferocious, snarling wolf, and its eyes glow red with feral hate.

The seawolf is a supernatural beast, a predatory marauder and killer that lives for the opportunity to murder humanoids and spread woe in its wake. It can take the

shape of a human and pass itself off as a simple seafarer or traveler in order to slip into a human town, where it indulges in robbery, murder, and mayhem. Seawolf packs hunt ships at sea, climbing aboard in the dark hours of the night to kill all aboard and seize any treasure they can find.

COMBAT

Seawolves are cunning and sly. They use their human forms in order to set others at ease but prefer to fight in their seawolf or hybrid forms. A common seawolf trick is to insinuate one or two members of a pack into a ship's crew. The spies then steer the ship to the waiting pack, or murder the ship's watch in the middle of the night so that their fellows can clamber aboard unopposed.

Seawolf

Curse (Su): Any human bitten by a seawolf must succeed on DC 13 Will save or fall prey to a unique curse. On the night of the next new moon, the character transforms into a seawolf. The character's ability scores, class levels (and racial HD, if any), racial traits, and other special abilities are replaced by those of a seawolf. He or she also becomes chaotic evil in alignment. The curse can be broken by a successful *break enchantment* or *remove curse* spell or effect, but the caster must succeed on a caster level check (DC 15) to successfully undo the curse (which restores the character's race to human).

The save DC is Charisma-based.

Change Shape (Su): A seawolf's natural form is that of a wolf-headed seal, but it can assume two other forms: a human or a wolf-human hybrid. The human form is unique; a seawolf in human form always assumes the same appearance and traits, much as a lycanthrope would. In human form, a seawolf cannot use its bite attack, and it does not convey its curse.

In hybrid form, a seawolf's swim speed is reduced to 20 feet, but it has a much faster land speed, and it gains two claw attacks (or can use its claws to wield weapons, if it prefers). This form otherwise resembles the seawolf form.

A seawolf remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, not does a seawolf revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in human form.

Hold Breath (Ex): A seawolf can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical seawolf, this is 84 rounds, or over 8 minutes.

Skills: A seawolf has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEAWOLF SOCIETY

Solitary seawolves often pass themselves off as pirates, raiders, or sea-hunters, where they usually earn the fear and respect of their fellows due to their violent temperaments and unusual strength and hardiness. By nature seawolves are social creatures and, given a choice, gather in small packs in order to cooperate in their raids and attacks on humans and humanoids.

Seawolves often keep a secret lair somewhere on a shoreline, where they hoard the treasure they've stolen from ships they attack. Seawolf packs have been known to adopt human guise and venture into coastal towns for a night of eating, drinking, wenching, and fighting. Quick to draw blades or go on a murderous rampage, the seawolves are given a wide berth by those locals who suspect their true nature.

SISIUTL

Huge Magical Beast (Aquatic)
Hit Dice: 10d10+70 (125 hp)
Initiative: +3
Speed: Swim 50 ft. (10 squares)
Armor Class: 23 (–2 size, +3 Dex, +12 natural), touch 11, flat-footed 20
Base Attack/Grapple: +10/+23
Attack: Bite +13 melee (2d6+5)
Full Attack: 2 bites +13 melee (2d6+5)
Space/Reach: 15 ft./10 ft.
Special Attacks: Constrict 2d6+7, improved grab, petrifying gaze

Illus. by D. Baker

Special Qualities: Alternate form, darkvision 60 ft., low-light vision
Saves: Fort +14, Ref +10, Will +9
Abilities: Str 21, Dex 17, Con 25, Int 10, Wis 18, Cha 19
Skills: Listen +14, Intimidate +14, Spot +14, Swim +13
Feats: Alertness, Combat Reflexes, Iron Will, Swim-By Attack*
Environment: Temperate aquatic
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Usually lawful neutral
Advancement: 11–20 HD (Huge); 21–30 HD (Gargantuan)
Level Adjustment: +6 (cohort)
*New feat described in Chapter 4

This strange creature is an enormous, two-headed serpent. A fierce humanlike face with terrible, staring eyes glares from where the serpent heads join its body.

Illus. by J. Nelson

The sisiutl is a mysterious creature usually found guarding a portal to another plane of existence. It is about 20 feet long and as thick and heavy as a giant constrictor snake.

Sisiutl are very perceptive and intelligent, despite their bestial appearance. Those whom they favor might earn the creatures' protection, but those who trespass willfully incur their wrath.

The origin of these creatures is unknown. Their presence around planar portals beneath the waves suggests that they were created as guardians, perhaps by powerful genies of the water. Some coastal peoples revere them as servants of the ocean gods and make them offerings of seal meat and fish.

Sisiutl speak Aquan and Draconic.

COMBAT

A sisiutl challenges intruders before attacking. If the answer is unsatisfactory, it fixes the offending creatures with its deadly gaze. Any who resist petrification come under attack by its twin jaws. A favored tactic is to grab and hold an opponent in one set of jaws, then latch on to the same target with the other jaws and dispatch it quickly. If its target's companions join in the attack, the sisiutl typically withdraws with its chosen prey (taking advantage of its Huge size and superior swim speed), then returns for another attack once it has dealt with the first opponent.

Constrict (Ex): On a successful grapple check, a sisiutl deals 2d6+7 points of damage.

Improved Grab (Ex): To use this ability, a sisiutl must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Petrifying Gaze (Su): Turn to stone permanently, 60 feet, Fortitude save DC 19 negates. The save DC is Charisma-based.

Alternate Form (Su): At will, a sisiutl can assume the form of a war canoe with a grinning humanoid face in its middle. In this form, it retains its gaze attack but cannot make bite attacks. The canoe is self-propelled (swim 20 ft.) on the surface of the water. A sisiutl usually takes this form to aid a humanoid being whom it has judged worthy.

Skills: A sisiutl has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Sisiutl

SISIUTL BLOOD

The blood of the sisiutl is famed for its protective powers. Rubbing the fresh blood of a sisiutl (slain within the past 10 rounds) on the skin provides the benefit of a *stoneskin* spell from a 10th-level caster, although the benefits last only 10 minutes. Only one creature (of Large size or smaller) can benefit from this effect from any single sisiutl. Applying the blood is a standard action. The blood washes off underwater and thus provides no benefit.

SWARM

Some aquatic creatures present a negligible threat by themselves, but in the presence of hundreds or thousands of their kind they become terrifying predators.

Swarm Traits: Swarms are masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. While a single jellyfish

swarm might actually be hundreds of feet across, for game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic schools of piranhas are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

A swarm of Tiny creatures consists of 1,000 creatures. A swarm of Diminutive creatures consists of 5,000 creatures. A swarm of Fine creatures consists of 10,000 creatures. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

The aquatic swarms presented here are susceptible to vigorous or stronger currents, such as that created by a *control currents* spell (see page 114). For purposes of determining the effects of currents on a swarm, treat the swarm as a creature of the same size as its constituent creatures. Current effects deal 1d4 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as a water elemental's vortex).

JELLYFISH SWARM

Diminutive Vermin (Aquatic, Swarm)
Hit Dice: 12d8 (54 hp)
Initiative: –2
Speed: Swim 5 ft. (1 square)
Armor Class: 12 (+4 size, –2 Dex), touch 12, flat-footed 12
Base Attack/Grapple: +9/—
Attack: Swarm (poison)
Full Attack: Swarm (poison)
Space/Reach: 10 ft./—
Special Attacks: Distraction, poison
Special Qualities: Immune to weapon damage, swarm traits, tremorsense 30 ft.
Saves: Fort +8, Ref +2, Will +4
Abilities: Str 1, Dex 7, Con 10, Int —, Wis 10, Cha 2
Skills: Hide +18, Swim +3
Feats: —
Environment: Warm aquatic
Organization: Solitary, flotilla (2–5 swarms), or colony (7–12 swarms)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

This patch of water shines like mother-of-pearl. Tiny, clear-bodied jellyfish, almost invisible in the water, drift beneath the surface.

A jellyfish swarm drifts with the ocean currents. Its myriad creatures trail poisonous tentacles that can stop a creature in its tracks. This swarm depicts a particularly toxic kind of jellyfish, such as the box jelly.

Individual jellyfish in the swarm are a few inches long and nearly transparent.

Combat

A jellyfish swarm deals no combat damage, but its poison is potent. Once a creature is reduced to 0 Dexterity, it typically drowns in short order and the colony feeds on its decaying corpse, which is carried about within the swarm's mass.

Distraction (Ex): Any living creature vulnerable to the jellyfish swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 16 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 18, 1d8 Dex/1d8 Dex. The save DC is Constitution-based and includes a

Jellyfish swarm

Illus. by J. Nelson

+2 racial bonus. A creature that fails either Fortitude save is also stunned for 1 round.

Swarm Traits (Ex): See page 316 of the *Monster Manual*.

Tremorsense (Ex): A jellyfish swarm can detect and pinpoint any creature in the water within 30 feet.

Vermin Traits: A jellyfish swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: A jellyfish swarm has a +8 racial bonus on Hide due to its near transparency.

A jellyfish swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

LEECH SWARM

Fine Vermin (Aquatic, Swarm)
Hit Dice: 2d8–2 (7 hp)
Initiative: +0
Speed: Swim 10 ft. (2 squares)
Armor Class: 18 (+8 size, +0 Dex, +0 natural), touch 18, flat-footed 18
Base Attack/Grapple: +1/—
Attack: Swarm (1d6 plus blood drain)
Full Attack: Swarm (1d6 plus blood drain)
Space/Reach: 10 ft./0 ft.
Special Attacks: Anesthetize, blood drain, disease, distraction
Special Qualities: Immune to weapon damage, low-light vision, swarm traits
Saves: Fort +2, Ref +0, Will +1
Abilities: Str 1, Dex 11, Con 8, Int —, Wis 12, Cha 2
Skills: Hide +16, Swim +3
Feats: —
Environment: Warm marsh
Organization: Solitary or plague (2–4 swarms)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water squirms with uncounted thumb-sized sluglike creatures, each one wriggling in an unsettling manner.

Leeches are found in murky water, where they can approach prey unseen.

Combat

A leech swarm relies on stealth and blood drain to quietly disable its target. An unobservant creature can be drained dry without even realizing the cause of its weakness.

(*DM Tip:* Take note of the PCs' Spot checks and AC before running an encounter with a leech swarm. Record damage dealt by undetected leeches, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Blood Drain (Ex): Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body.

Disease (Ex): A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the *Dungeon Master's Guide*).

Distraction (Ex): Any living creature vulnerable to the leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the *Monster Manual*.

Skills: A leech swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

PIRANHA SWARM

Tiny Animal (Aquatic, Swarm)
Hit Dice: 8d8+11 (47 hp)
Initiative: +6
Speed: Swim 40 ft. (8 squares)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +6/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Half damage from slashing and piercing weapons, low-light vision, scent, swarm traits

Piranha swarm

Saves: Fort +7, Ref +8, Will +3
Abilities: Str 4, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills: Hide +10, Listen +9, Spot +8, Swim +5
Feats: Alertness, Improved Initiative, Toughness
Environment: Warm aquatic
Organization: Solitary or school (2–4 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water boils with small, darting fish, each armed with a jawful of razor-sharp teeth.

One of the most feared denizens of warm aquatic environments is the piranha swarm, capable of devouring even a Large creature with amazing quickness.

Combat

Due to a piranha's unusually strong jaws and sharp teeth, piranha swarms deal more damage than a swarm of their Hit Dice normally would.

Distraction (Ex): Any living creature vulnerable to the piranha swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the *Monster Manual*.

Skills: A piranha swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

UCHUULON (SLIME CHUUL)

Large Aberration (Aquatic)
Hit Dice: 11d8+22 (71 hp)
Initiative: +5
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 20 (–1 size, +1 Dex, +8 natural, +2 deflection), touch 12, flat-footed 19
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (2d6+4)
Full Attack: 2 claws +11 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 3d6+4, improved grab, paralytic tentacles
Special Qualities: Amphibious, darkvision 60 ft., immunity to poison, spell resistance 16, protective slime
Saves: Fort +5, Ref +4, Will +8
Abilities: Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 3
Skills: Hide +11, Listen +10, Spot +10, Swim +12
Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Environment: Underground
Organization: Solitary, pair, or pack (3–5)
Challenge Rating: 6
Treasure: 1/10th coins, 50% goods, standard items
Alignment: Usually chaotic evil
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: —

A vile creature resembling a large insect or monstrous crustacean rises out of the murk, its pincerlike claws snapping madly. A thick coat of slime glistens over its translucent carapace and drips from the dozen or more tentacles dangling from its mouth. As it skitters toward you, it leaves a trail of slime in its wake.

When a mature chuul is implanted with an illithid tadpole, it undergoes a dreadful transformation, eventually becoming a slime chuul, or uchuulon. The experience invariably slays the illithid tadpole, but not before it reduces the chuul to a slimy mockery of its former existence. Mind flayers find uchuulons easier to manage than normal chuuls and use them as hunters and lair guardians.

The uchuulon resembles a normal chuul in size and shape, but it moves more slowly on land. Its carapace turns

Illus. by J. Nelson

Uchuulon

Illus. by D. Griffith

translucent and becomes coated in thick mucous. Slime that falls from an uchuulon's body completely dissolves after 1 hour.

An uchuulon is weaker and less dexterous than a normal chuul, and its carapace is softer and easier to penetrate with weapons. However, the slime secreted by its body makes it a truly disturbing threat.

COMBAT

The uchuulon is a canny predator. It typically hides in a slimy pool of water, waiting for prey to approach. Its tactics are otherwise similar to the normal chuul.

Constrict (Ex): An uchuulon deals 3d6+4 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an uchuulon must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed character to its tentacles.

Paralytic Tentacles (Ex): An uchuulon can transfer grabbed targets from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the uchuulon's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a target automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although uchuulons are aquatic, they can survive indefinitely on land.

Protective Slime (Ex): The uchuulon exudes a transparent mucous that provides a +2 deflection bonus to the creature's Armor Class. The slime suspends and protects the uchuulon's vital organs as well and has a 50% chance of negating any critical hit made against the creature.

Skills: An uchuulon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

YUGOLOTH, ECHINOLOTH

Large Outsider (Aquatic, Evil, Extraplanar)
Hit Dice: 8d8+40 (76 hp)
Initiative: +5
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple: +8/+18
Attack: Tentacle +13 melee (1d6+6)
Full Attack: 4 tentacles +13 melee (1d6+6) and bite +8 melee (1d8+3)
Space/Reach: 10 ft./10 ft. (5 ft. with bite)
Special Attacks: Infernal wound, nauseating aura, rend 2d6+9, *summon yugoloth*
Special Qualities: Amphibious, damage reduction 5/good, immunity to acid and poison, immunity to gaze attacks, illusions, visual effects, and other attack forms that rely on sight, resistance to cold 10, electricity 10, and fire 10, spell resistance 20, telepathy 100 ft., tremorsense 60 ft.
Saves: Fort +11, Ref +7, Will +5
Abilities: Str 22, Dex 13, Con 20, Int 6, Wis 8, Cha 11
Skills: Climb +14, Escape Artist +12, Hide +8, Listen +10, Move Silently +12, Search +9, Spot +10, Survival –1 (+1 following tracks), Use Rope +1 (+3 involving bindings)
Feats: Cleave, Improved Initiative, Power Attack
Environment: Gray Waste of Hades
Organization: Solitary, cluster (3–5), or tangle (7–12)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: +6

This horrible fiend walks with a hunched posture. Four squirming tentacles, covered with hooks, extend from its spherical body, with a gaping maw between them. No eyes are visible.

Rear echelons of the yugoloth armies, these fiends combine features of starfish and squid into an unlovely whole. They love to rend apart foes.

Although they are not swimmers, echinoloths can stride across the bottom of the ocean as easily as they climb cliffs. They are single-minded when pursuing enemies and often

do not recognize when their situation is untenable. Thus they are best suited to mopping-up roles in battle.

Echinoloths speak Abyssal, Draconic, and Infernal.

COMBAT

Echinoloths follow the leading ranks of yugoloths into the fray, usually choosing an embattled foe and attacking it from a flanking position. Once an echinoloth has a hold on a creature, it tears into it and devours the corpse without paying further attention to its surroundings. Only an attack against it distracts the fiend from its bloody feast.

An echinoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Infernal Wound (Su): The damage an echinoloth deals as it rends with its terrible hooked tentacles causes persistent wounds. Any creature injured by the echinoloth's rend attack loses 1 additional hit point each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 19 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by the echinoloth's tentacles must succeed on a DC 19 caster level check, or the spell has no effect on the injured character. The check DC is Constitution-based.

Nauseating Aura (Su): Target becomes nauseated for 1 round, range 30 feet, Fortitude DC 14 negates. The save DC is Charisma-based.

Rend (Ex): If an echinoloth hits a target with at least two tentacle attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage and subjects the target to its infernal wound ability.

Summon Yugoloth (Sp): Once per day, an echinoloth can attempt to summon one echinoloth with a 40% chance of success. This ability has a range of 30 feet and is the equivalent of a 5th-level spell. An echinoloth that is itself summoned cannot use its own summon ability for 1 hour.

Amphibious (Ex): Although echinoloths are aquatic, they can survive indefinitely on land.

Telepathy (Su): An echinoloth can communicate telepathically with any other creature within 100 feet that has a language.

Tremorsense (Ex): The hooks and tendrils on an echinoloth's body are highly sensitive to vibration, allowing it to pinpoint the location of anything within 60 feet that is in contact with the ground or surrounding water. Beyond that range, they treat all targets as having total concealment.

Skills: An echinoloth has a +8 racial bonus on Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Echinoloth

ANIMALS

This section provides statistics and basic information for several common kinds of mundane animals associated with aquatic environments. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks (see page 74–75 of the *Player's Handbook*).

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary weapons. The animal's attack and damage entries note this fact, with an explanatory footnote.

ALBATROSS

Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +1
Speed: 10 ft. (2 squares), fly 50 ft. (average)
Armor Class: 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple: +0/–4
Attack: Bite +1 melee (1d3)
Full Attack: Bite +1 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +3, Will +2
Abilities: Str 10, Dex 13, Con 14, Int 2, Wis 14, Cha 6
Skills: Spot +10

Illus. by F. Hooper

Feats: Endurance[B], Weapon Finesse
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This seagoing bird feeds on squids and fish, but sometimes trail behind ships to feed on the refuse dumped overboard. Capable of incredibly long flights, the albatross can be encountered surprisingly far from land. Killing an albatross is taboo among sailors of most races.

A typical albatross is about 2 to 3 feet long and has a wingspan of up to 10 feet.

Combat

The albatross bites only when threatened by a creature it cannot easily escape.

Skills: Albatrosses have a +4 racial bonus on Spot checks.

BARRACUDA

Medium Animal (Aquatic)
Hit Dice: 2d8 (9 hp)
Initiative: +3
Speed: Swim 60 ft. (12 squares)
Armor Class: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple: +1/+1
Attack: Bite +4 melee (1d4)
Full Attack: Bite +4 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sprint
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 11, Dex 17, Con 10, Int 1, Wis 12, Cha 2
Skills: Listen +3, Spot +4, Swim +8
Feats: Weapon Finesse
Environment: Warm aquatic
Organization: Solitary, pair, or school (3–6)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Medium)
Level Adjustment: —

The barracuda is a predatory fish with a mouthful of large, sharp teeth. This entry describes the largest variety of barracuda.

A barracuda is not generally inclined to attack humanoid swimmers, but it is sometimes drawn to shiny objects worn by a swimmer, mistaking them for smaller fish. Serious bites can be the result.

Combat

A barracuda is unnervingly quick, drifting motionless one moment, then darting forward in a blinding rush to snap at prey.

Sprint (Ex): A barracuda can move up to three times its normal speed (180 feet) when it makes a charge.

Skills: A barracuda has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

EEL

Medium Animal (Aquatic)
Hit Dice: 2d8+2 (11 hp)
Initiative: +6
Speed: Swim 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Bite +3 melee (1d4+1)
Full Attack: Bite +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Attach
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills: Hide +6 (+10 in coral or rock), Listen +3, Spot +4, Swim +9
Feats: Improved Initiative, Weapon Finesse[B]
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 3–5 HD (Medium)
Level Adjustment: —

Most eels are small and innocuous, but the larger eels—wolf eels or moray eels—can reach lengths of over 5 feet and weights of up to 100 pounds; such eels can cause serious injury with their powerful bites.

Combat

Eels are generally shy and only attack if disturbed or surprised. They can strike with startling speed.

Attach (Ex): If an eel hits with its bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached eel loses its Dexterity bonus to AC and has an AC of 11.

An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Eels have a +4 racial bonus on Hide checks, which improves to +8 in areas of coral, rock, or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OTTER

Tiny Animal
Hit Dice: 1/2d8+1 (3 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/–12
Attack: Bite +4 melee (1d3–4)
Full Attack: Bite +4 melee (1d3–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 3, Dex 15, Con 12, Int 2, Wis 12, Cha 5
Skills: Balance +6, Climb +6, Listen +3, Spot +3, Swim +10
Feats: Weapon Finesse
Environment: Temperate aquatic
Organization: Solitary, pair, or family (3–12)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

Otters inhabit rivers and lakes throughout temperate lands, preying on small fish and insects. They sometimes become familiars to aquatic sorcerers or wizards.

Combat

Otters are inquisitive animals. They fight only if cornered.

Hold Breath (Ex): An otter can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical otter, this is 48 rounds, or almost 5 minutes.

Skills: An otter has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Otters have a +4 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb and Swim checks.

SEA LION

Large Animal
Hit Dice: 3d8+3 (16 hp)
Initiative: +1
Speed: 10 ft. (2 squares), swim 30 ft.
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+9
Attack: Bite +6 melee (1d6+4)
Full Attack: Bite +6 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision, scent
Saves: Fort +4, Ref +4, Will +3
Abilities: Str 17, Dex 13, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +7, Spot +7, Swim +11
Feats: Alertness, Weapon Focus (bite)
Environment: Cold aquatic
Organization: Solitary, pair, pride (3–12), or colony (21–40)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 4–9 HD (Large)
Level Adjustment: —

Sea lions pose little threat to humanoids who don't intrude on beaches they've claimed. Their pelts are valuable, though, and sea lions are often hunted for them. Adult bulls can reach 10 feet in length and weigh 1,500 pounds. Females are considerably smaller, reaching about 500 pounds.

Combat

Sea lions possess a powerful and dangerous bite. They rarely attack humanoids in the water but are more than capable of chasing off landbound intruders who get too close.

Hold Breath (Ex): A sea lion can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical sea lion, this is 72 rounds, or over 7 minutes.

Skills: A sea lion has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEAL

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Bite +3 melee (1d4+1)
Full Attack: Bite +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —

Special Qualities: Hold breath, low-light vision
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 13, Dex 15, Con 14, Int 2, Wis 13, Cha 6
Skills: Listen +5, Spot +6, Swim +9
Feats: Alertness, Weapon Finesse[B]
Environment: Cold aquatic
Organization: Solitary, pair, or herd (5–14)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

Seals generally avoid humanoids, but they are often hunted for their pelts. Adult bulls can reach 500 pounds in weight. Females are considerably smaller, weighing about 200 pounds.

Combat

Seals can be territorial, defending their chosen patch of the shore with a vicious bite.

Hold Breath (Ex): A seal can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical seal, this is 84 rounds, or over 8 minutes.

Skills: A seal has a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNAPPING TURTLE

Small Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: –1
Speed: 5 ft. (1 square), swim 20 ft.
Armor Class: 15 (+1 size, –1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +1/–2
Attack: Bite +3 melee (1d4+1)
Full Attack: Bite +3 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Hold breath, low-light vision
Saves: Fort +5, Ref +2, Will +1
Abilities: Str 12, Dex 8, Con 15, Int 1, Wis 12, Cha 4
Skills: Spot +6, Swim +9
Feats: Improved Natural Armor[B], Weapon Focus (bite)
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Small)
Level Adjustment: —

Snapping turtles are dangerous aquatic predators. The above statistics describe an alligator snapper, an especially large and dangerous version with a spiked shell and a bad attitude. It can grow to 3 feet in length and weigh over 200 pounds.

Combat

Snapping turtles lie in wait on the muddy bottoms of ponds and sluggish streams, with their mouths gaping open to reveal a fleshy, wormlike lure. Fish that investigate are grabbed and swallowed whole. A snapper that is molested, or that thinks its territory is in danger, does not hesitate to attack creatures much larger than itself. Unlike other turtles, a snapping turtle cannot retract its oversized head into its shell.

Improved Grab (Ex): To use this ability, a snapping turtle must hit an opponent of up to Medium size with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Hold Breath (Ex): A snapping turtle can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning. For a typical snapping turtle, this is 120 rounds, or 12 minutes.

Skills: A snapping turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

STINGRAY

Small Animal (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: Swim 30 ft. (6 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

TERRESTRIALLY ADAPTED AQUATIC CREATURES

Just as these guidelines can be used by DMs to create water-adapted creatures, so too can aquatic creatures be adapted to venture out of the water (just as in the real world some catfish are able to cross short patches of dry land). Such terrestrially adapted creatures gain at least a minimal land speed (between 10 and 20 feet) and the hold breath exceptional ability. Typically such creatures come ashore to feed, then quickly return to the sea. Examples could include flying fish, arboreal octopi, sharks that wriggle up on the beach after prey, and the like. They might be relatively harmless (the tree-climbing octopus might be after coconuts and only occasionally try to crack a character's head by mistake) or perilous in the extreme (for example, a flying piranha swarm).

Base Attack/Grapple: +0/–5
Attack: Sting +4 melee (1d3–1 plus poison)
Full Attack: Sting +4 melee (1d3–1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Low-light vision
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 4
Skills: Hide +3 (+7), Listen +3, Spot +3, Swim +7
Feats: Weapon Finesse
Environment: Warm aquatic
Organization: Solitary, pair, or school (5–12)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small)
Level Adjustment: —

Stingrays are smaller cousins of the manta ray having barbed, venomous tails.

An average stingray's body is roughly 3 feet across and weighs about 25 pounds. Its tail is about the same length, with one or more poisonous barbs near the base.

Combat

Stingrays feed on crustaceans and shellfish, usually cruising just over the sea bottom. Sometimes they burrow just beneath the surface. This is when they present the greatest danger to unsuspecting creatures, who might step on or near them. A threatened stingray lashes out with its tail barb, injecting a terribly painful venom that leaves its targets virtually helpless.

Poison (Ex): Injury, Fortitude DC 12, nauseated 1d4 hours/1d3 Dex. The save DC is Constitution-based and includes a +2 racial bonus. A creature that makes its saving throw against the poison's initial damage is instead sickened for 1d6 rounds.

Skills: *When it is lying still along the seafloor, a stingray has a +4 racial bonus on Hide checks.

A stingray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

VERMIN AND ANIMALS, WATER-ADAPTED

In addition to amphibious creatures able to breath both on land and in water, many air-breathing animals and vermin have become adept at living in aquatic environments while returning to the surface periodically for air. All such water-adapted creatures have several features in common.

First, they gain the ability to hold their breath. This exceptional ability enables them to stay underwater for a number of rounds equal to anywhere between four to ten times their Constitution score (×4 to ×10), depending on the creature. Only after this period does the normal countdown for holding your breath (described on page 304 of the *Dungeon Master's Guide*) begin.

Second, water-adapted creatures become adept at moving around underwater. Most gain a swim speed but take some reduction in their land movement. Those who do not gain a swim speed move underwater at their full speed, not at the half-speed imposed on land creatures in the water (see page 92 of the *Dungeon Master's Guide*). For example, a water-adapted Tiny monstrous centipede might replace its land speed with a swim speed (20 ft.), retaining its climb speed. By contrast, a water-adapted Medium monstrous scorpion would not gain a swim speed but should be able to scuttle about underwater as quickly as its terrestrial kin can on land (40 ft.), although its land movement might suffer (typically reduced by half, or to 20 ft./rd. in this case). A water-adapted bird might become clumsy in the air but "fly" with speed and grace just below the surface of the water.

Finally, if the creature has a slashing or bludgeoning attack, this attack is not subject to the penalties described in Table 3–22: Combat Adjustments Underwater on page 92 of the *Dungeon Master's Guide*. Instead, treat any water-adapted creature fighting underwater as if it enjoyed the benefits of a freedom of movement spell.

DIVING SPIDER, MONSTROUS

Some breeds of monstrous spider are adapted for an aquatic existence. Rather than constructing webs, they build submerged, air-filled domes of spidersilk where they lie in wait for prey to wander too close.

Diving spiders spend their lives underwater, except for brief trips to the surface to replenish air. The spider's furry body holds air bubbles that it releases into the dome. They are expert swimmers, unlike most spiders.

A monstrous diving spider has the same statistics as a typical monstrous spider (see pages 288–289 of the *Monster Manual*), with the following adjustments:

Speed: A monstrous diving spider gains a swim speed of 30 feet.

Special Attacks: A monstrous diving spider retains all the special attacks of the typical monstrous spider, with one change.

Web (Ex): Monstrous diving spiders cannot throw a web net, nor do they create sheets of sticky webbing.

Special Qualities: The monstrous diving spider retains all the special qualities of a typical monstrous spider, with the following adjustment.

Tremorsense (Ex): A diving spider's tremorsense allows it to detect and pinpoint creatures in the water as easily as those on land.

Hold Breath (Ex): A diving spider can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical diving spider (Medium or Large), this is 48 rounds, or almost 5 minutes.

Skills: A diving spider has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Environment: Temperate aquatic.

SEA SNAKE

The sea snake is a particularly venomous variation on the typical viper that lives in warm, shallow seas. It typically attacks only if provoked. Even then it usually bites once and withdraws, waiting for the venom to take effect.

Sea snakes have the same statistics as the vipers presented on page 280 of the *Monster Manual*, with the following adjustments:

Speed: 10 ft. (2 squares), swim 30 ft.

Poison (Ex): A sea snake's poison is extraordinarily virulent. It has a +2 racial bonus on the poison's save DC.

Hold Breath (Ex): A sea snake can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning. For a typical sea snake, this is 66 rounds, or over 6 minutes.

Skills: A sea snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Environment: Warm aquatic.

NEW CREATURES AND SUMMON SPELLS

When incorporating the material in this book into a campaign, bear in mind that the *summon* spells in the *Player's Handbook* are balanced, both by the level of power of a particular creature and by the resources available to casters of the spell. With each *summon monster* or *summon nature's ally* spell, a spellcaster has an intentionally limited repertoire of options. Clerics and druids face additional restrictions based on alignment (for instance, good clerics can't summon evil creatures).

Ignore these built-in limitations and the spells simply become too good for their level. This means that care needs to be taken when adding new creatures to the lists. For each creature you add to a spellcaster's summoning options, consider the role it will fulfill. Is it exceptionally mobile? A good spellcaster? A big bruiser? Take away a monster of comparable power that fulfills that (or an equally important) role.

Table 7–1: Adding New Creatures to Summon Spells describes where the new monsters in this book best fit on the summoning lists. The table also offers a recommendation about which creature each new monster should replace.

The amphibious template shouldn't be used by spellcasters summoning creatures. The template is intended to represent those rare, once-in-a-generation throwbacks or mutations from a terrestrial standard and not entire strains of creatures just waiting to be summoned into play.

Table 7–1: Adding New Creatures to Summon Spells

New Creature	Spell	Recommended to Replace
Archelon (dinosaur)[1]	*summon nature's ally VI*	Megaraptor
Ichthyosaur (dinosaur)[1]	*summon nature's ally V*	Rhinoceros
Mosasaur (dinosaur)[1]	*summon nature's ally VIII*	Salamander, noble
Plesiosaur (dinosaur)[1]	summon nature's ally IX	Unicorn, celestial charger
Dire barracuda[1]	*summon nature's ally IV*	Dire boar
Fiendish dire barracuda[1] (NE)	*summon monster V*	Fiendish dire boar
Dire eel[1]	*summon nature's ally III*	Dire wolf
Fiendish dire eel[1] (CE)	*summon monster IV*	Fiendish dire wolf
Hippocampus[1]	*summon nature's ally I*	Wolf
Fiendish monstrous diving spider (CE)	various	Fiendish monstrous spider
Fiendish sea snake (CE)	various	Fiendish viper
Caller from the deeps[1] (NE)	*summon monster VIII* *summon nature's ally VII*	Elemental, greater (any) Elemental, greater (any)
Echinoloth (yugoloth) (NE)	*summon monster VIII*	Blue slaad
Fiendish monstrous crab, Small (NE)	*summon monster I*	Fiendish monstrous scorpion, Small
Fiendish monstrous crab, Medium (NE)	*summon monster II*	Fiendish monstrous scorpion, Medium
Fiendish monstrous crab, Large (NE)	*summon monster V*	Fiendish monstrous scorpion, Large
Fiendish monstrous crab, Huge (NE)	*summon monster VII*	Fiendish monstrous scorpion, Huge
Fiendish monstrous crab, Gargantuan (NE)	*summon monster IX*	Fiendish monstrous scorpion, Gargantuan
Celestial archelon[1] (NG)	*summon monster VIII*	Celestial triceratops
Fiendish ichthyosaur[1] (NE)	*summon monster VI*	Fiendish rhinoceros
Fiendish mosasaur[1] (CE)	*summon monster IX*	Bebilith
Celestial plesiosaur[1] (NG)	*summon monster IX*	Celestial roc

1 Can be summoned only into an aquatic or watery environment.

Illus. by D. Griffith

Heroes delving into almost any dungeon might find themselves confronting an aquatic adventure when their path leads to a subterranean lake, a canal or sewer system, or an underground river. This chapter presents several sample locations that can serve as aquatic adventure sites. Each site has some guidelines on how you can incorporate it into an ongoing campaign.

The baseline encounter level for each adventure locale follows.

The *Sable Drake*	EL 5
Shatterhull Isle	EL 6
The Lost Temple of Sekolah	EL 9
The Tamorean Vast	EL 12

THE SABLE DRAKE

A lean, black killer of the seas, the *Sable Drake* cruises the blue waters of the coastal trade routes, hunting for fat cargo ships to plunder. Years ago, when the *Sable Drake* first appeared, she was just another pirate ship. Now when news of the *Sable Drake*'s latest victim reaches the taverns, the sailors pray to their gods that their own ships might never encounter this dark scourge.

Stories of the *Sable Drake* can be heard in every seaport tavern and inn frequented by sailors. Bounties have been proclaimed far and wide for its sinking. Many ships have fruitlessly searched for the elusive wolf of the sea and its hidden base, but none that returned ever sighted either.

The *Sable Drake* and its captain, Naki, can be encountered during the course of a sea journey, or as the result of a direct search for it by adventurers. The trick is in surviving such an encounter for, unlike most goblins, Captain Naki has the intelligence to outthink her opponents—and she's been thinking about how to gain advantages for over a decade, so she is very well prepared.

The *Sable Drake* is an encounter suitable for characters of 4th to 6th level.

THE HISTORY OF THE SABLE DRAKE

The history of the *Sable Drake* begins with Captain Naki. A dockside slave in a stinking little port, she was press-ganged by pirate raiders in need of a new cabin "boy." The butt of a thousand cruel jokes, she became the target of unceasing bullying. Then on one raid she was

injured by a foe on a ship the pirates pillaged. When the moon next came out, she changed into wererat form, and those who had bullied her the most paid with their lives. Her status among the pirates changed completely as a result, and she became a full-fledged member of the crew. In spite of her sudden elevation in status, she still harbored a poisonous hatred for her former tormenters. When chance opened the way soon afterward, she betrayed them all to the hangman for a very large reward.

Naki realized that piracy was a trade she had learned well and was well suited to. Once she had gained some control over her new state, she returned to the sea. She used her reward money to commission the building of a swift, lean predator of a ship and recruited a crew from among her own people. Under her sharp and pitiless eyes they learned, made way for more apt pupils, or died. Naki is usually fair, and never purposelessly cruel. Her crew respects her abilities and wisdom and are very loyal; they also fear her greatly. New recruits are eager to join, for her crew has prospered over the long years of successful raiding. Her marines, much better equipped and trained than the average goblin, form the *Sable Drake*'s primary combat force.

Her ship, stained a dull black to blend in with the night, has been heavily modified for her purposes by skilled and greedy artisans. During her eight years as a pirate captain, she has fought many battles and plundered more ships than she can tally. One key secret to her success is information: She has spies in every port. Naki likes to know the crew and complement of any ship she attacks and never tangles with a force she doesn't think her crew can handle. The rumors now whispered in the din of raucous portside taverns are that the *Sable Drake* is a devil ship, capable of exploits no other ship can equal. All agree that seeing a black shadow of a ship slide out of the night, demonic captain at the helm, is a nightmare from which there's no waking.

INTRODUCING THE SABLE DRAKE INTO THE CAMPAIGN

The *Sable Drake* can slip into any campaign with a settled ocean coast or good-sized inland sea, through which or along which a large amount of trade must occur. This is the shipping that the *Sable Drake* terrorizes. The secret pirate base will be someplace on a wild and deserted part of the coast, yet not too far from one of the major seaports. It's best if the PCs start to hear rumors about the *Sable Drake* two or three sessions before they actually end up dealing with the goblin pirates.

One way to give the PCs a personal stake in the matter is to have the pirates capture something they care about (a special item ordered for one of the player characters, a relative or friend of the PCs, a trading ship they own a share in) during one of their raids. They could also be attracted by the large bounty on the pirate crew, not to mention the value of the ship itself if captured. Currently the goblins are holding two people for ransom: One or both of their families could approach the PCs to arrange a rescue or to act as agents and escorts in the payment of the ransom.

A possible method of finding the ship might be to backtrack from a local shipwright who secretly maintains the *Sable Drake* (and has become rich from his share of the spoils), who said the wrong thing while drinking in a tavern near the player characters, starting them on the trail. Alternatively, a specific cargo that had been on a ship lost to pirate attack could show up in a local market and be traced back to the fence who bought it from the pirates, and who could be persuaded to share clues about the pirates' next target. Finally, the PCs could lure the pirates by spreading rumors of a valuable cargo being sent on a specific ship, then sailing on that ship themselves in hopes that the pirates take the bait.

If you want to just throw them in cold and take them by surprise, have the PCs take a journey by ship, only to have their boat attacked by the *Sable Drake*. Remember, though, that the goblins are anything but stupid. They do not take suicidal actions and will try to destroy the heroes' vessel with flame or from range if they can't win a boarding action.

ENCOUNTERING THE SABLE DRAKE (EL 6)

Many ships anchor just off shore at night, or even beach themselves. Some use magic to light their passage through the dark hours or to scry out the way ahead. None of these methods can save them once the *Sable Drake* sniffs out their wake. Out of the night slides a shadow, black sails blotting out the stars. At the last moment, the shocked watch spots the pirate ship and raises an alarm, even as the first poisoned crossbow bolts slash out of the darkness.

Captain Naki does not normally engage ships during the day. Bright light is no hindrance to her people but it bestows no advantage either, and she never willingly gives up an advantage. She retreats from foes who attempt to catch the *Sable Drake* during daylight hours, or tails them if they try to flee. Day or night her crew keeps a vigilant watch, and short of sneaking up on the *Sable Drake* underwater or while invisible, catching the goblins by surprise is virtually impossible.

Once night falls, Naki willingly joins battle. The darkness is her friend, and she well understands the huge advantage surprise and superior vision can give her crew. Sleep-befuddled enemies—struggling to don their armor, unable to discern what is happening in the gloom, and

unsure of what they face—can't fight as effectively as the well-prepared goblins.

Captain Naki tries to panic her targets into surrender when possible. The plunder is the same whether she fights for it or not, and a dead body can't be ransomed, unlike a living hostage. However, she does not hesitate to attack if an immediate capitulation does not occur.

Naki's crew consists of the following goblins.

Naki, goblin wererat expert 1/adept 3: hp 26.

Ikup, goblin expert 2/warrior 1: hp 14.

Kumi, goblin adept 2: hp 12.

Marines, goblin warrior 1 (8): hp 7.

Sailors, goblin expert 1 (8): hp 3.

Trainees, goblin commoner 1 (4): hp 2.

See The Crew of the *Sable Drake*, near the end of this adventure, for statistics on each of these foes.

Naval Tactics

Naki allows Ikup to command the *Sable Drake* in naval combat so that she will be free to use her magic in the battle. Ikup's Profession (sailor) modifier is +5.

Naki takes advantage of her crew's darkvision and attacks during the blackest part of the night. She maneuvers her ship so that it comes in behind and either from slightly to the left or right of the rear of the enemy ship. This approach exposes the enemy helm (and usually its command crew) to immediate attack while shielding the *Sable Drake*'s helm as much as possible. Since the *Sable Drake*'s only ballista is mounted at the bow, this gives it the best shots at the enemy ship. When the target ship is close enough, the crew readies ropes and grappling hooks.

Naki drinks her *potion of mage armor* and quietly *blesses* her crew, who all take their positions with readied weapons. A perfect grapple approach would see the front half of the *Sable Drake* alongside the rear half of the enemy vessel. Naki, along with a trainee carrying a conch-shell horn and two sailors, climbs up to the armored crow's nest. Only then does the captain identify her ship and give the prey their one chance to give up without a fight.

Unless the other ship immediately surrenders, the *Sable Drake*'s marines and sailors open fire with ballista and light crossbows (using poisoned bolts). The ballista crew fires at any obvious leaders, enemies trying to set up improvised barricades, or large knots of defenders. Crossbow-armed sailors target any exposed enemies. If none are available, they ready actions to shoot wizards or sorcerers as they try to cast, followed by clerics, leaders, and archers. Captain Naki casts *sleep* at the largest number of enemies possible.

The Pirate Brig: Brigs are among the most nimble ships built. The design resulted from an attempt to copy the elf wingships, and only the wingships are more maneuverable. A brig has two square-rigged masts, with a fore-and-aft gaff sail attached to the aft mast. Brigs possess some unique sailing qualities, and a skilled master can maneuver one with ease and elegance. A brig is a smooth-hulled, full-decked vessel built for speed and handling—the favored vessel of deepwater pirates, when they can get one. It is uncommon for two reasons: It is an advanced design only the very best shipwrights and architects can craft, and its limited hold deters bulk cargo merchants from using it.

Brig: Colossal vehicle; Seaworthiness +3; Shiphandling +3; Speed wind × 35 ft. (good); Overall AC –3; Hull sections 8 (sink 2 sections); Section hp 70 (hardness 5); Section AC 3; Rigging Sections 2; Rigging hp 80 (hardness 0), AC 1; Ram 3d6; Mounts 2 light; Space 50 ft. by 10 ft.; Height 10 ft. (draft 5 ft.); Watch 6; Complement 30; Cargo 25 tons (Speed wind × 25 ft. if 15 tons or more); Cost 8,000 gp.

Boarding Tactics

As soon as the distance is less than 30 feet, goblin sailors throw six grappling hooks to lock the ships together and pull them into contact. Once the ships are connected, the two sailors in the crow's nest throw pots of snakes (Tiny vipers) or jars of very slippery sea slime (nonflammable, counts as a *grease* spell) at clumps of defenders; they hurl nets at single targets. Just as the ships touch, the goblin marines hurl their one volley of poisoned darts, targeting any defenders trying to attack the grapples and secondarily anyone preparing to resist boarding. They then jump aboard the enemy vessel. Any who have the chance toss their caltrops to cover any entrances enemy reinforcements might come from, then use tanglefoot bags to try to immobilize defenders closing with them. They then draw their scimitars and charge.

Captain Naki observes the battle from her perch in the armored crow's nest. This location is big enough for her and the three crew with her, or two Medium beings. Each occupant has an excellent view of the two ships, plus a cover bonus of +8 to AC and a +4 cover bonus on Reflex saves. Naki directs the fire of the two sailors and tries to cast her spells for maximum effect. She uses her *wand of summon monster I* to drop fiendish monstrous centipedes and scorpions behind any organized defensive positions, ordering them to attack spellcasters or give flanking bonuses to her marines. She uses *ghost sound* to distract foes and make them think there are threats behind them. She might send her weasel familiar, Chitter, to deliver items or specific orders to her apprentice Kumi or first officer Ikup. If a particular enemy warrior is causing a lot of trouble, she might send Chitter to deliver a *touch of fatigue* spell

Illus. by C. Appel

The Sable Drake's goblins attack

against that foe or assume hybrid form and deal with the foe herself. She also gives broad tactical orders to her crew via conch horn (blown by the trainee with her in the crow's nest).

The other three trainees support the initial boarding action by slinging or throwing stuff at enemies or onto the enemy ship. After fighting has begun, they stand ready to put out fires that might start on the *Sable Drake*, recover and tend to any wounded, and (if a retreat is ordered) cover the marines and cut the lines. They are stationed near caches of pots of slippery sea slime and bags of caltrops, which they use to hinder foes, and wet blankets and buckets filled with sand and water for fighting fires.

Caught between Hulls

It is quite possible that goblins, PCs, and NPCs will fall into the sea between the ships during battles. When this happens, he or she can attempt the difficult climb back up (DC 25 Climb check) or try to swim out from between them. Either way, at the end of each round a creature remains between the ships, there is a 50% chance that the ships grind together.

All creatures caught between the ships in this way take damage according to the lower ram damage rating of the two ships (see page 97). If there is a tie, use that shared rating. For example, if both ships had a ram rating of 3d6, then anyone caught between the ships would take 3d6 points of damage.

Defending the Sable Drake

When the pirate ship prepares to attack a target or defend itself, the goblin crew set up a large number of traps to give themselves an advantage against any foes who attempt to board the *Sable Drake*. (Given the poor visibility and heat of battle, it is unlikely that any boarders will be stopping in the heat of battle to make careful searches.) The following devices and methods should always be considered to be in place, so long as the goblins have a half hour or more to prepare.

Broken glass and sharp metal bits embedded in boards are fixed to the tops of all the ship's outer railings (Spot DC 20 to notice the jagged protrusions). These rails are built to the normal height for humans, so the goblins just duck beneath them when this trap is in place. Anyone jumping onto or grabbing hold of the encrusted railings triggers a trap. For those jumping on the railing, treat this as an attack by caltrops. For those grabbing the railing, the trapped railing makes an attack with a bonus of +0. Shield, armor, and deflection bonuses do not defend against this attack. If the creature grabbing the railing is wearing heavy gloves, he or she receives a +2 bonus to AC for purposes of this attack. If the attack succeeds, the target takes 1 point of damage and a –2 penalty on all skill attempts and attacks using hands. Spellcasters wounded in this way must make a Concentration check (DC 10) to cast spells. These penalties continue for 24 hours, or until the creature receives at least 1 point of magical healing or has the injury successfully treated with a DC 15 Heal check.

There is a 30% chance that a given 5-foot section of railing has been rigged to break away and collapse when grabbed or jumped on (check only once per railing section). A rogue can make a DC 20 Search check to notice and avoid the trap. This is in addition to the broken glass on top of the railing. A breakaway section snaps outward and collapses under the creature, who must succeed on a DC 15 Reflex save or fall backward and take 1d3 points of nonlethal damage. If the check fails by more than 5, the creature falls into the sea. Depending on which side this happens on, he or she might fall between the ships (see Caught between Hulls, above).

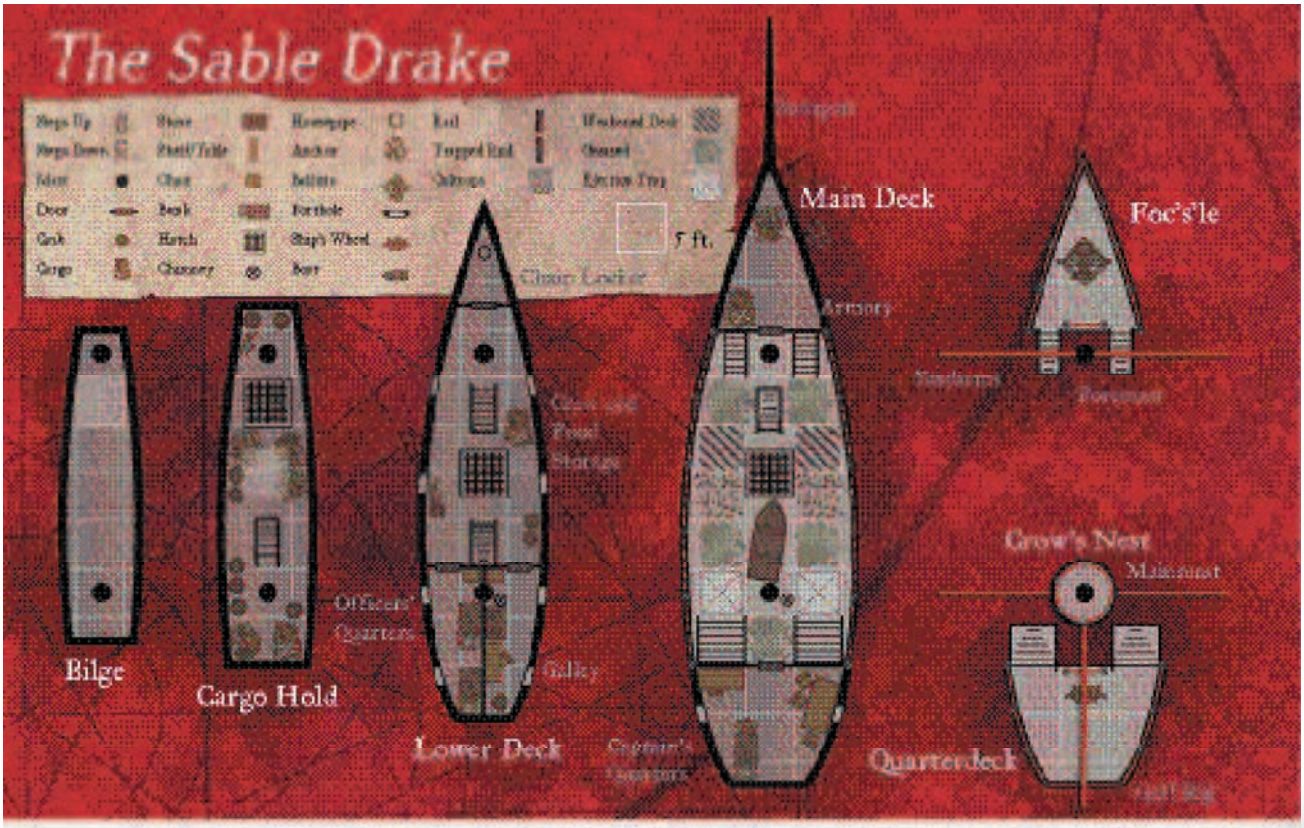
Some sections of deck are greased with slime, have been weakened to cause heavy beings to crash through, or are littered with caltrops. These are marked on the *Sable Drake*'s deck plan. The goblins avoid these sections themselves and try to use them to guard their flanks at every opportunity. Use the rules for the *grease* spell for slimy sections (Spot DC 15) and standard caltrops rules for the sections littered with them (Spot DC 12; see page 126 of the *Player's Handbook*), and treat the weak sections as concealed 10-foot-deep spiked pits (Search DC 25, Reflex DC 20 avoids falling).

One-shot ejection traps powered by rope-tension await at the foot of each of the steep stairs that go from the main deck to the quarterdeck. A character can notice the unusual flooring with a DC 25 Search check. Each of these can fling a Medium creature 20 feet into the air and 20 feet sideways, either into the sea or back onto the enemy vessel, depending on the side triggered (Reflex DC 20 avoids the trap). There is a 25% chance that a trap will not work properly. Should this happen, one in four times nothing will happen; otherwise the trap flings the character 30 feet straight up with no sideways drift. The goblins arm these unreliable traps only if enemy forces actually start to board. Then they try to entice foes onto them by defending the top of the ladders.

Rat Swarms: Since becoming a wererat, Naki has perfected her ability to communicate with normal rats. As all sailors know, a ship with no rats either has not yet been completed or has already been sunk. Rats are endemic to large ships at sea, and of course Naki uses this fact to her advantage. She can call together one rat swarm per 8 hull sections of ship. Thus, from the *Sable Drake* she can call together one swarm to do her bidding. If she were to board the PCs' ship, she might be able to call more than one additional swarm if their ship is large enough.

Each swarm requires separate actions to call and command. Naki must be on the deck of the ship, or inside the hull, to call a swarm from that ship. She must be within 30 feet of a swarm to command it. Naki gets a +2 bonus to her rat empathy checks if in hybrid or rat form. A swarm obeys only the following commands: "Come," "Attack that foe," and "Disband." It attacks anyone (except Naki) who enters its square or whom it crawls over along its path, but the rats do not stay to continue the attack against random targets of that nature. The swarm does not attack new foes without orders and breaks up after 2d6 rounds without any orders.

It takes a swarm 1d3+1 rounds to gather in front of Naki. Calling the swarm is a full-round action, as is commanding it to change what it is doing. Other than that, the rat swarm takes no concentration to maintain. Rat swarms can move between grappled ships by crawling over the ropes and planks that bind the ships together.



The rats on the *Sable Drake* know Naki and will obey without a check being required. Naki can also call a maximum of two rat swarms while in the main chamber of the pirate base (see below). When calling swarms in the base, or on ships other than the *Sable Drake*, Naki must make a DC 12 rat empathy check for the swarm to obey the call itself, as well as whenever she gives it orders. She can try to call a swarm or give it orders on subsequent rounds if she fails a check, but each is still a full-round action.

Rat swarms are detailed on page 239 of the *Monster Manual*.

Disengaging from Battle

If the battle is too close to call after several rounds of combat, Captain Naki might order a sham retreat, assuming hybrid form (if she has not yet done so). The marines fall back to their own ship and wait for the enemy to reach the railing traps (see preceding section) and the first of the booby-trapped deck areas. Then Naki leads a counterattack against the disordered foe, while her sailors attempt to kill or disable those who fell victim to the traps but are still trying to get back into the battle.

If the battle goes badly, Naki orders a general retreat back to the *Sable Drake*. She comes down from the crow's nest and moves to the quarterdeck. From that vantage point, she casts *burning hands* and throws flasks of alchemist's fire to set the enemy ship aflame, as well as to block attackers from getting onto her ship. She activates her Quaal's feather token, using the whip *feather token* as a dancing weapon (see page 264 of the *Dungeon Master's Guide*) to defend herself and her ship from boarders, and orders Kumi to activate the fan *feather token* to stir up a wind to fill the *Sable Drake*'s sails and get her ship away. Naki takes her hybrid form only if about to enter personal combat, in order to surprise and demoralize the enemy.

The grappling lines the pirates use have been soaked with flammable oil for the first several feet behind the grappling hooks. The goblins either chop these apart or set them afire if required, to fire the enemy ship and to break the grapples when the *Sable Drake* is trying to run. If enemies get on board and overcome the various defensive traps, so that there seems no hope of defeating them, then Captain Naki plays her last card: She threatens her hostages in an attempt to force the enemy to leave her ship and let it go. If they agree to such a bargain, she honors it and safely releases the hostages. If the negotiations fail, or treachery is attempted after a deal is made, she does her best to kill the hostages. When all is completely lost, Naki uses her *potion of water breathing* to flee into the sea and try to swim away underwater, taking dire rat form to enhance her skill.

THE CREW OF THE SABLE DRAKE

The crew are all goblins. The ship's master and captain is Naki. The first officer, second in command, and leader of the marines is Ikup. Kumi, the third most powerful, is only Naki's apprentice and would not become captain,

GOBLIN MELEE TACTICS

When in doubt about what tactics the goblins use, remember they always strive to fight smart. During melee combat, the marines always seek both to flank their opponents and to gain a height advantage over them, clambering up onto hatch covers, cargo, railings, and so on. The goblins rely on their high Armor Class and the *bless* spell to stand up against their invariably larger foes. They always attempt to kill or disable the weakest, easiest targets first to gain a local numeric advantage. They can see perfectly, and move unhindered, while their usually shoeless foes are greatly hindered by the dark, swaths of caltrops, and thrown tanglefoot bags. Any particularly tough opponents are targeted with crossbow fire from the sailors still on the *Sable Drake*. If possible, wounded marines retire from the fighting to get a *potion of cure light wounds* or a healing spell from Kumi.

If it is night (which Naki will try to ensure), the goblins try to put out (or throw overboard) any lights they can to maximize the advantage of their darkvision. Humans and halflings have poor night vision, and even elves do not see well in complete darkness. The DM should be careful to limit descriptions of what PCs can actually see of the conflict to the limited range of any light sources the goblins have not yet quenched.

The goblin marines wear high-top, reinforced, hobnailed boots. These let them ignore caltrops and vipers sprawling on the deck; they dig into the wood of the deck to give good footing even on surfaces that are wet, oily, blood-slicked, or slimed. The defenders are very unlikely to enjoy the same advantage, especially if they don their armor hastily. Any movement on the part of vulnerable people through caltrops, oil, vipers, or slime should be dealt with by forcing Balance checks, damage, attacks, and slow movement, as appropriate. The goblins know they are too small to have any real chance of pushing or tripping defenders off the ship into the sea, so they do not attempt such actions.

Always keep the goblin sailors in the rigging and crow's nest active, sniping at and suppressing enemy spellcasters and archers.

The goblins are small and weak. But even weak opponents can be very dangerous when they fight smart. They understand this well, and always maneuver for flanking advantage, even triple-teaming foes. They do not spread out their attacks across many foes. They gang-attack one foe until they take it down, then move onto the next. They also attack the least-armored foes first, leaving heavily armored ones till last. They know that if they quickly reduce the number of enemies they face, they will take fewer casualties in the long run. Goblins do not fight fair—they fight to survive, and win.

even if both Naki and Ikup were to die. The remainder of the on-board crew consists of eight marines, eight sailors, and four trainees.

There are also two hostages aboard when the pirate ship and its crew tangle with the PCs: Siniel, a young lady of noble birth (female human aristocrat 1) and Torec, the teenaged son of a wealthy merchant (male human expert 1). They are both being held for ransom. They will not be harmed unless it occurs during a botched rescue attempt, or if the goblins try to use the two young people to negotiate for the *Sable Drake*'s freedom and things go awry.

Typical Goblin Trainee CR 1/4

Goblin commoner 1
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., Listen +0, Spot +0
Languages Common, Goblin

AC 13, touch 13, flat-footed 11
hp 2 (1 HD)
Fort +0, **Ref** +2, **Will** –1

Speed 30 ft. (6 squares)
Melee spear +1 (1d6/×3) or
Ranged sling +3 (1d3) or
Ranged spear +3 (1d6/×3)
Base Atk +0; **Grp** –4

Abilities Str 10, Dex 15, Con 10, Int 11, Wis 9, Cha 6
Feats Athletic
Skills Climb +4, Jump +2, Listen +0, Move Silently +6, Profession (sailor) +1, Ride +6, Search +0, Spot +0, Swim +2, Use Rope +2
Possessions spear, sling with 10 bullets, leather harness for personal tools and other equipment

Hook Eager to please Naki ("Yes, M'm! Right away, Cap'n!")

Typical Goblin Sailor CR 1/3

Goblin expert 1
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., Listen +1, Spot +1
Languages Common, Goblin

AC 13, touch 13, flat-footed 11
hp 3 (1 HD)
Fort +0, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee spear +1 (1d6/×3) or
Ranged light crossbow +3 (1d6/19–20 plus poison) or
Ranged spear +3 (1d6/×3)
Base Atk +0; **Grp** –4
Atk Options poison (fire coral extract, injury, Fort DC 13, nauseated 1d4 minutes/1d4 Dex)

Abilities Str 10, Dex 15, Con 10, Int 11, Wis 9, Cha 6
Feats Athletic
Skills Balance +6, Climb +6, Jump +4, Knowledge (geography) +1, Listen +1, Move Silently +6, Profession (sailor) +2, Ride +6, Search +1, Spot +1, Swim +4, Use Rope +4
Possessions spear, light crossbow with 20 poisoned bolts, leather harness for personal tools and other equipment

Hook Goblin pirate ("Grr, arrgh!")

Typical Goblin Marine CR 1/3

Goblin warrior
LE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., Listen –1, Spot –1
Languages Common, Goblin

AC 19, touch 13, flat-footed 17
hp 7 (1 HD)
Fort +2, **Ref** +2, **Will** –1

Speed 30 ft. (6 squares)
Melee scimitar +2 (1d4/18–20/×2) or
Ranged light crossbow +4 (1d6/19–20 plus poison) or
Ranged dart +4 (1d3 plus poison)
Base Atk +1; **Grp** –3
Atk Options poison (fire coral extract, injury, Fort DC 13, nauseated 1d4 minutes/1d4 Dex)

Abilities Str 10, Dex 15, Con 10, Int 11, Wis 9, Cha 6
Feats Toughness
Skills Climb –2, Jump +0, Listen –1, Move Silently +2, Ride +6, Search +0, Spot –1, Swim –2
Possessions chain shirt, heavy wooden shield, scimitar, poisoned dart, light crossbow with 10 poisoned bolts, reinforced boots, bag of caltrops, tanglefoot bag

Hook Tactics-savvy goblin pirate ("That won't save you now!")

Apprentice Kumi: Kumi considers herself to be the best student Captain Naki could have picked by a long shot. She is the daughter of a tribal shaman and already an advanced student, who chafes at the slowness with which the captain is teaching her. Kumi suspects Naki is a lycanthrope and has acquired a silvered dagger—just in case.

Kumi is an arrogant, though talented, little prig. The captain chose her to curry favor with her father, not because of Kumi's admitted potential, which is overshadowed by the girl's overweening pride of self. Kumi has already caused the death of her first familiar (a seagull), killed as a result of Kumi's rash orders. Naki has yet to allow her to summon another one.

Kumi CR 1

Female goblin adept 2
NE Small humanoid (goblinoid)
Init +0; **Senses** darkvision 60 ft., Listen +1, Spot +1
Languages Common, Goblin

AC 15, touch 11, flat-footed 15
hp 12 (2 HD)
Fort +1, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk silvered dagger +1 (1d3–2/19–20) or
Ranged light crossbow +1 (1d6/19–20)

Base Atk +1; **Grp** –4
Combat Gear *potion of mage armor*†, 5 *potions of cure light wounds*, *Quaal's feather token* (fan), 2 flasks of alchemist's fire
†Already used
Adept Spells Prepared (3/2 per day; CL 2nd):
1st—*burning hands* (DC 12), *cure light wounds*
0—*cure minor wounds* (2), *mending*

Abilities Str 9, Dex 10, Con 12, Int 10, Wis 13, Cha 7
Feats Toughness
Skills Concentration +5, Knowledge (arcana) +2, Listen +1, Move Silently +4, Ride +4, Spellcraft +2, Spot +1, Swim +1
Possessions combat gear plus masterwork silvered dagger, leather harness for personal tools and other equipment

Hook Arrogant little show-off ("I think *I* should direct the attack.")

First Officer Ikup: Tough and skilled, Ikup has been with Naki since before the *Sable Drake* was commissioned. They met soon after Naki betrayed her human crewmates to the gallows. The two have worked together for so long they can nearly read each other's minds just from long association. He is a very skilled officer, perhaps even better than Naki. He knows Naki is a wererat and protects her secret from outsiders.

Ikup is fiercely loyal to Captain Naki and rather aloof from the rest of the crew, but very proud of them. He strives to be fair, but he has nothing but hatred for "big 'uns." Even so, he is smart enough to try to bargain the ship's way out of a bad spot, when force will likely not work or cost too many of the crew their lives.

Ikup — CR 2

Male goblin expert 2/warrior 1
NE Small humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft., Listen –1, Spot –1
Languages Common, Goblin

AC 19, touch 13, flat-footed 17
hp 14 (3 HD)
Fort +2, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk cutlass +6 (1d4/18–20) or
Ranged poisoned dart +5 (1d3 plus poison) or
Ranged light crossbow +5 (1d6/19–20 plus poison)
Base Atk +2; **Grp** –2
Atk Options poison (fire coral extract, injury, Fort DC 13, nauseated 1d4 minutes/1d4 Dex)
Combat Gear *potion of cure light wounds*

Abilities Str 10, Dex 15, Con 10, Int 10, Wis 9, Cha 6
Feats Toughness, Weapon Finesse
Skills Balance +2, Climb +2, Jump +2, Knowledge (geography) +5, Listen –1, Move Silently +2, Profession (sailor) +5, Ride +6, Search +0, Spot –1, Survival –1 (+1 to avoid becoming lost or to avoid natural hazards), Swim +0, Use Rope +4
Possessions combat gear plus chain shirt, heavy wooden shield, masterwork cutlass, 2 poisoned darts, light crossbow with 10 poisoned bolts, reinforced boots, spyglass

Hook Tough-as-nails pirate officer ("Try to die with dignity, you pathetic landlubber!")

Captain Naki: Mentally tough and resilient, Naki makes the most of her powers as an adept and abilities as a wererat. This combination gives her the clout to make others listen. Coupled with an amazing level of cunning, even for a goblin, Naki can be a very dangerous and unpredictable opponent. She long ago mastered her lycanthropy and can change shape day or night, moon or not, almost without fail.

She relies on Ikup for most of the day-to-day operation of the ship, and knows he has surpassed her in the ability to sail it. No matter; her abilities give them all an edge, and she must maximize that ability as well as pass on what she can to her acolyte. Naki pillages the humans' merchant shipping and ransoms captives to enrich herself, her crew, and her people.

Naki spends most of her plunder keeping her crew well outfitted and her ship in tip-top shape. At the very top of her list of priorities is the *Sable Drake* itself. She will stop at nothing, except maybe sacrificing her best friend, Ikup, to save her ship. It is her pride and joy, but she is aware that the years have passed, and she needs to think about retiring someday.

Captain Naki (Goblin Form) — CR 4

Female goblin wererat expert 1/adept 3
N Small humanoid (goblinoid, shapechanger)
Init +0; **Senses** darkvision 60 ft., low-light vision, scent, Listen +5, Spot +5
Languages Common, Elven, Goblin, empathic link

AC 17, touch 11, flat-footed 17
hp 26 (5 HD)
Fort +4, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d3–1/19–20) or
Ranged light crossbow +2 (1d6/19–20)
Base Atk +1; **Grp** –4
Combat Gear *wand of summon monster I* (CL 3rd; 16 charges), 4 *potions of mage armor*†, 2 *potions of water breathing*, *Quaal's feather token* (whip), 4 flasks of alchemist's fire
†1 potion already used
Adept Spells Prepared (3/3 per day; CL 3rd):
1st—*bless*, *burning hands* (DC 14), *sleep* (DC 14)
0—*create water*, *ghost sound* (DC 13), *touch of fatigue* (+1 melee touch; DC 13)

Abilities Str 8, Dex 10, Con 12, Int 11, Wis 16, Cha 7
SQ alternate form, familiar, rat empathy, share spells
Feats Alertness[B] (if familiar is within 5 ft.), Combat Casting, Iron Will[B], Toughness, Weapon Finesse[B]

Skills Balance +3, Climb –1, Concentration +5 (+9 casting defensively) , Control Shape +11, Craft (trapmaking) +3, Jump +2, Knowledge (arcana) +2, Knowledge (geography) +1, Listen +5, Move Silently +4, Profession (sailor) +6, Ride +4, Speak Common, Speak Elven, Spot +5, Swim +0, Use Rope +3
Possessions combat gear plus masterwork dagger, compass, maps, rutter (secret log and navigational records), sextant, telescope, leather harness for personal tools and other equipment, chest containing 3,650 gp (in cabin)

Alternate Form (Su) Naki can assume a bipedal hybrid form or the form of a dire rat.
Rat Empathy (Ex) Communicate with rats and dire rats; +4 racial bonus on Charisma-based checks against rats and dire rats.

Hook Crafty goblin pirate-queen with an ace up each sleeve ("So, what's it gonna be? Surrender now, or die screaming!")

If Naki assumes hybrid form, use the following changed statistics:
Init +3
AC 21, touch 11, flat-footed 18
Ref +8
Melee mwk dagger +6 (1d3–1/19–20) or
Melee 2 claws +5 (1d3–1 plus disease) or
Ranged light crossbow +5 (1d6/19–20)
Special Actions curse of lycanthropy, disease
Abilities Dex 16, Con 14
Skills as goblin form except Balance +6, Climb +3, Concentration +6 (+10 casting defensively), Move Silently +7, Ride +7, Swim +4, Use Rope +6

Curse of Lycanthropy (Su) Any humanoid or giant hit by Naki's bite attack must succeed on a DC 15 Fortitude save or contract lycanthropy.
Disease (Ex) Filth fever—bite, Fort DC 12 negates, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

If Naki assumes dire rat form, use the following changed statistics:
Init +3
AC 21, touch 11, flat-footed 18
Ref +8
Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +5 (1d4–1 plus disease plus lycanthropy)
Special Actions curse of lycanthropy, disease
Abilities Dex 16, Con 14
Skills as goblin form except Balance +6, Climb +11*, Move Silently +7, Ride +7, Swim +12
*Naki can always take 10 on Climb checks in dire rat form, even if rushed or threatened

Curse of Lycanthropy (Su) as hybrid form
Disease (Ex) as hybrid form

Weasel Familiar **CR —**
N Tiny magical beast (augmented animal)
Init +2; **Senses** low-light vision, scent, Listen +1, Spot +1
Languages empathic link

AC 16, touch 14, flat-footed 12
hp 13 (4 HD)
Resist improved evasion
Fort +2, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +5 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** –11
Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5
Feats Weapon Finesse
Skills Balance +10, Climb +10*, Hide +11, Jump +0, Listen +1, Move Silently +8, Search +0, Spot +1
*Chitter can choose to take 10 on a Climb check, even if rushed or threatened

Attach (Ex) If a weasel hits with its bite attack, it latches on and automatically deals bite damage each round it remains attached. While attached, it loses its Dexterity bonus to AC. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

THE SECRET PIRATE BASE

The *Sable Drake*'s base is a hidden cove tucked within the encircling arms of a desolate, crab-shaped island.

This amazing "island" is actually the empty shell of a Colossal monstrous crab, far larger than even the largest known today. The supersized predator died many decades ago, facing the nearby shore in shallow water. Over the intervening years all its soft parts and cartilage decayed to nothing, leaving only the hollow exoskeleton, claws, and hard shell portions of the legs. Scores of years of sea and wind deposited sand within the interior until it formed a dry floor, now several feet above sea level. At the same time the outer shell was slowly covered with a layer of dirt and debris that now supports a small forest of pines and other vegetation.

The claws and separated pieces of the front legs form the base of a reef that protects a nearly perfect natural harbor for a smallish, shallow-draft ship. The reef has been built up by living coral and various mollusks, the smashed remnants of the original leg segments, and washed-up sand and rock. No ship larger or deeper in draft than the *Sable Drake* can manage the harbor, and there is room for only one such ship at a time. The surrounding reef would severely damage or destroy small craft making any approach to the island other than through the opening between the claws.

From reef edge to reef edge, the island is nearly 300 feet across. The general composition of the island is sand and dirt over the immense shell. The armored carapace ranges between 3 and 4 feet thick on average. In weak spots, damaged areas, and exposed sections that have been badly worn by erosion it can be as thin as 4 to 8

inches. The crab shell is slightly tougher than normal bone, with hardness 7, a DC 25 break check, and 7 hp per inch.

The inside of the crab cavern is smaller than one might expect. Large amounts of the interior, especially along the edges, have been filled with debris or partially collapsed. The goblins have reinforced it for stability and built a fortified compound out of their living area for those times when they need to defend themselves from some wandering natural predator (primarily monstrous crabs of all sizes). This has segmented the interior into several rooms and areas. The rooms have walls built up to the natural ceiling. All floor spaces in the open areas and rooms are hard sand, and the interior walls are built on foundations of cemented sand.

Naki leaves few goblins behind when she takes the *Sable Drake* out hunting; usually, the base is garrisoned by 6 goblin warriors and a 2nd-level goblin sergeant when the ship isn't there.

SHATTERHULL ISLE: THE ISLAND OF WITCHES

Off a storm-torn coast lies Shatterhull Isle. When terrible storms arise, ships are often driven against its terrible rocky shore, spilling their contents for the hags called the Daughters of Mahogra.

Shatterhull Isle is an adventure site suitable for characters of 5th to 7th level.

HISTORY OF SHATTERHULL ISLE

Shatterhull Isle has not always been the danger that it is now. For many years, it was simply another barren island off the coast—dangerous to approach, certainly, but easily avoided by ships with no reason to go there. All that changed, however, with the coming of the Daughters of Mahogra.

Several decades ago, the ancient sea hag Mahogra was slain by a heroic party of aventi, merfolk, and aquatic elf adventurers, ending the threat to their homes that she had presented. Though Mahogra was slain utterly, her three daughters (Ambraga, Kurula, and Gakara) escaped the assault. In time the three of them found themselves drawn to this desolate and remote island, pulled there by dreams of their mother calling to them from the storm-lashed craggy shores.

After a period of threatening one another and other such power ploys, they consecrated their sisterhood anew, forming the Daughters of Mahogra, a true covey of sea hags. The powers they gained from joining together were great and terrible indeed, and they immediately put these new powers to work for them. In the years since, they have sought to gather wealth and power, with the ultimate goal of making the adventurers who slew their mother pay for their temerity.

To that end, the Daughters of Mahogra use their covey powers to lure ships to their doom on the razor-sharp rocks that surround Shatterhull Isle. They gather up the loot from such ships and barter it away for magic and other treasures, while allowing their ogre servants to feed on the crew.

INTRODUCING SHATTERHULL ISLE INTO THE CAMPAIGN

Those who stumble upon Shatterhull Isle might come there in one of many ways, most of them engineered by the Daughters of Mahogra. In nearly every instance below, the Daughters of Mahogra become aware of the ship through the use of their hag eyes (described on page 144 of the *Monster Manual*). They have situated these enchanted stones in a radius around their island home for hundreds of miles in every direction, especially on lonely rock outcroppings along shipping routes. At various points during the day, one of the sisters checks up on the eyes to see if there is anything in the area that might make a fat target.

If the witches know that a ship is coming (and they usually do), they use their *mirage arcana* spell-like ability to turn one of the many terrible, hull-shearing rocky outcroppings of their little island into what appears to be a welcoming deep harbor, protected from storms and perfect for dropping anchor in. Those who trust in that welcoming sight learn too late that it is a false lure when the bottom of their ship is ripped out from under them and the hull staved in by sharp rocks.

Driven by the Storm: Should the sisters identify the PCs' ship as one that can't deal well with strong storms at sea, they swim out to meet the ship, preparing an intercept location. Then, once the ship is between themselves and their island, they use *control weather* to whip up a storm, forcing the ship to seek a safe harbor.

Dreams of Promise: If the Daughters of Mahogra are able to identify a ship that isn't likely to change its course in a storm, they resort to more esoteric means of acquiring prey. The Daughters have become quite skilled in the use of the *dream* spell to call folk to Shatterhull Isle, first using vision to discover which ruse is likely to have the greatest chance of success with a given target. One of their favorites is to claim to be the spirits of pirates killed by a cruel captain to prevent their revealing the location of his buried treasure. Sometimes, they appear in a form that a devout character might believe to be a servant of his or her deity. The hags plead for the ship to change its course and come to the island to right a great wrong, seek a treasure, or find some item they seek.

Lured by Merfolk: Should the Daughters of Mahogra be unable to ascertain what dream image would best lure a ship's crew, they are only too happy to *polymorph* one of their number (typically Kurula) into the form of a beautiful but injured mermaid who then swims out to meet the ship and begs for help. The apparent mermaid claims that her sisters are in a cave that is the home of a terrible band of ogres (which is, strictly speaking, the truth, in case clever heroes use truth-detecting magics).

Seeking the Lost: Not every ship that comes along is taken in by the Daughters, but over time the disappearances are bound to be noticed. The heroes might be searching for one such ship and find the trail leads to Shatterhull Isle. The hags are wary of any ship that chooses to approach their isle and refuse to approach such a ship directly, though they set up their defenses (especially the creation of a false safe harbor with *mirage arcana*). If the ship seems to be crewed by particularly dangerous folk, the Daughters of Mahogra utilize their *control weather* ability to either try to drive the ship away or to make its arrival perilous, typically forcing the ship to take advantage of the apparent safe harbor.

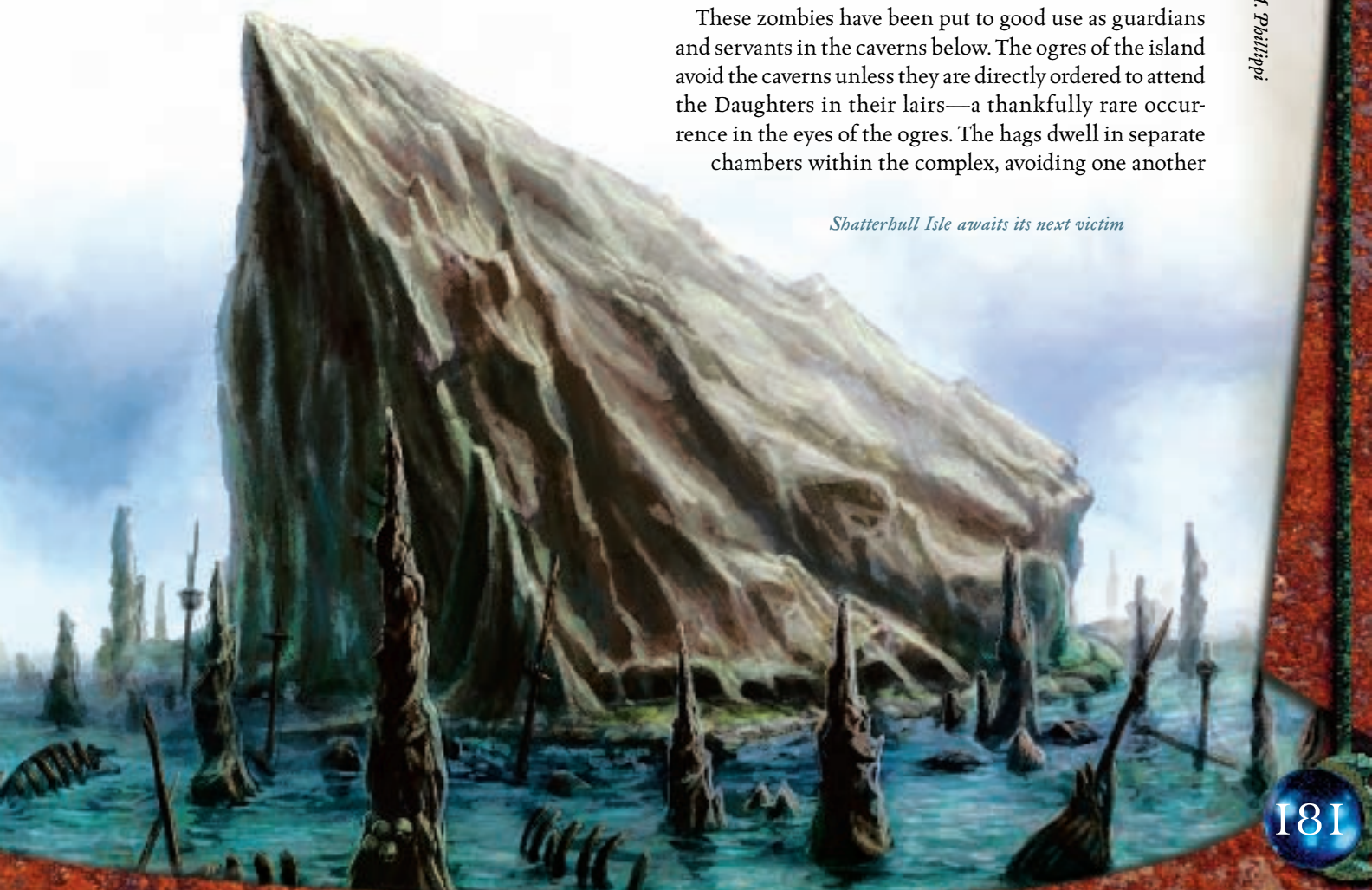
VISITING SHATTERHULL ISLE

This aptly named island is little more than a jagged mass of volcanic stone that thrusts up out of the water. The peak of the island is some 75 feet above sea level. Scattered in the waters around the island are several battered ship hulks and the spars of jutting stone that caused their wrecks.

The island itself is home to five ogres, servants of the Daughters, who live among the beached wrecks, particularly the ruin of the *Saucy Sirine*. They have developed quite a variety of hunting techniques and often prowl among the rocks seeking bird nests for eggs to supplement their normal diet of fish, crabs, and shellfish. They consider the coming of humans and other such creatures a time for luxurious feeding: Those who are trapped by the Daughters not only make for good eating themselves but usually come provisioned with alcohol and other such treats.

Though initially there was all the jockeying and violence that comes from such brutes trying to determine a pecking order among themselves, the ogres have established themselves well enough to work together and regard one another as kin. The process, however, left quite a few of them dead. This didn't concern the Daughters, who used the available corpses to master their covey ability to cast *animate dead*.

These zombies have been put to good use as guardians and servants in the caverns below. The ogres of the island avoid the caverns unless they are directly ordered to attend the Daughters in their lairs—a thankfully rare occurrence in the eyes of the ogres. The hags dwell in separate chambers within the complex, avoiding one another



Shatterhull Isle awaits its next victim

Illus. by M. Phillippi

for the most part while they tend to their own schemes and plans, each recruiting one of the others only when she needs the powers of the covey as a whole, or simply an extra devious mind.

Beneath the water's surface, caverns and fissures honeycomb the pillar of volcanic rock that makes up Shatterhull Isle. One natural shaft (area 14) descends from the Food Larder (room 13) into a large marine cavern (area 18; not depicted on map) below the surface of the water. The surface of this chute is very slippery, but the hags have dug handholds in the slimy rock and it now serves as their favored route for entering and exiting their lair.

Hazardous Waters: Most of the wrecks sit below the surface of water, just out of sight when the light is poor but close enough to cause significant damage to any ship that sails directly over them. In poor lighting (dusk, dawn, night, bad weather), characters standing watch or lookout on a ship approaching the isle must succeed on a Spot check (DC 15) to see the wrecks. If the wrecks aren't spotted, a good captain can still navigate the area without collision, but it's a DC 20 Profession (sailor) check to do so.

SHATTERHULL ISLE

Shatterhull Isle is made up of a variety of terrains. The ogres and hags here are more than skilled at fighting in these kinds of terrain and know how to make the appropriate accommodations for rough patches. They also don't hesitate to take advantage of higher ground.

Rocky Beach Terrain: Shatterhull Isle is made up of rocky beach terrain around the northern, eastern, and southern base of the pillar of rock. See page 14 for details on beach terrain. There are plenty of sea stacks in the water, as well.

Mountain Terrain: Most of the island itself could be considered mountain terrain (see page 89 of the *Dungeon Master's Guide*). The north, east, and south sides of it have a gradual slope from sea level to about 35 feet above sea level, then move into a steep slope the rest of the way up. The western side is a cliff, and the island itself is littered with dense rubble.

There are five living ogres on this island. Two to four can be found in the ruins of the *Saucy Sirine* at any given time (the description below assumes three). The others are occupied with other tasks during the day, whether fishing from one of the rock outcroppings surrounding the island, attending the hags, or simply breaking things (a favorite ogre pastime). Any ship that enters the area is likely to be seen by the ogres, some of whom rush off to inform the Daughters of Mahogra while the others gather up large rocks and weapons with which to greet visitors.

1. Hulk of the Saucy Sirine (EL 6)

This beached ruin of a ship is home to the majority of the ogres on Shatterhull Isle. It is here that they retreat when the demands of the hags become too much for them. Because space is at a premium (especially given that much of the vessel's interior was gutted in its running aground and is now a waterlogged ruin), the ogres tend to fight frequently for sleeping space. The strongest among them take the choice spots; the weaker ones sleep where they can, often waiting until the bigger ogres have vacated a preferred sleeping spot before resting.

The interior of the *Saucy Sirine* is about equal parts loose rock and sand or splintered decking and hull planks. The terrain is considered difficult, requiring 2 squares of movement to pass through each square here (see page 148 of the *Player's Handbook*); the DC on Tumble checks made inside the hulk increases by 5. The carved figurehead of the ship, depicting a lovely mermaid with two fish tails, has been dragged into the remnants of the ship's hold, where most of the ogres dwell.

Ogres (3): hp 29 each; see page 199 of the *Monster Manual*.

Treasure: The ogres have little treasure-holes scattered throughout the hulk, each of them sure his or her hiding place is secure from the others. A DC 15 Search check reveals one of these five stashes, each of which contains about 10 gp worth of goods (generally in the form of silver and copper coins, with the occasional semi-precious stone).

Development: If the players slay the three ogres here but don't meet the other two wandering the island, the remaining two ogres take up residence in this hulk.

2. The Razor Stacks (EL 6 to 8)

The Razor Stacks are a series of vicious rocks that jut up out of the surrounding shallows like giant spearheads. The hags usually cast their *mirage arcana* here, making this cove seem to be a safe deepwater harbor when in reality it is perhaps the most dangerous part of the island for a ship, short of sailing directly into the cliffs on the western side of the isle.

Marine predators have become accustomed to eating well in these waters, since those whose ships are destroyed are usually pitched overboard. Those who manage to make it to shore are often pitched back into the waters by the ogres they find waiting there, who consider the feeding frenzies of the sharks to be great entertainment.

Medium Sharks (4): hp 18, 20, 19, 13; see page 279 of the *Monster Manual*.

Large Sharks (2): hp 41, 37; see page 279 of the *Monster Manual*.

Any ogres on Ogre Beach will likely notice the struggles of characters fighting sharks in these waters and run off

Shatterhull Isle
side view
+25 ft.
+60 ft.
+30 ft.
+20 ft.
1
2
3
4
5
6
North
5 ft.

to warn their fellows in the hulk of the *Saucy Sirine* and the hags. The ogres eagerly attack any characters trying to make their way ashore and pelt characters remaining in the water with rocks and spears.

3. Ogre Beach (EL 5)

This rocky shore overlooking the Razor Stacks is the ogres' favorite spot for shark-catching. They often spend time here fishing for, throwing rocks at, or simply baiting any sharks in the water. Ogres who aren't in the battered hulk that serves as their home are usually found here.

Ogres (2): hp 29 each; see page 199 of the *Monster Manual*.

4. Main Cavern Entrance

This is the main entrance to the Shatterhull Caverns, and as such it is claimed utterly by the hags. The ogres of the island do not come here, unless ordered to do so by the Daughters or rushing to deliver news of approaching strangers.

Above the cavern's entrance is a strange creation formed of a trio of humanoid (darfellan) skulls wreathed by woven seaweed vines, feathers of seabirds, and other strange things such as sharp rocks and shark teeth. Set into the eye socket of the central skull is a *hag's eye*, which the Daughters use to keep a watch on those who might be approaching their cavern. The eye is set up so that it overlooks most of the island, and the hags use it to great advantage, peering through it multiple times a day to keep track of goings-on around them. Aside from this ocular tool, the outside of the cavern itself is unguarded.

The approach to this entrance is slippery. Blooms of greenish, slimy growths streak the sea-rocks, forcing a DC 12 Balance check to move at normal movement. Those who approach can forego that check by simply moving at half speed or slower.

5. Hag's Watch (EL 5 or 0)

A high balconylike projection, the hag's watch is where at least one of the hags can be found at any given time during the day. The Daughters of Mahogra prefer to perch atop this promontory while checking the various *hag's eyes* scattered around their territory. They also enjoy coming up here to dine on their catches, be they unfortunates caught in the hags' snares or simply a particularly succulent meal they managed to catch during one of their many daily swims. An entrance here leads to the hag's watch cavern (area 17 on the map).

When the PCs first enter this area, the hag Gakara is lurking inside area 17, devouring a basketful of freshly caught eels. She is only about 20 feet from the entrance to the outside, so she might notice the PCs skulking about outside. Gakara is savage but not stupid; if she thinks there are only one or two intruders outside, she will emerge to attack (along with the two skeletons in area 17). Otherwise she will retreat from area 17 back to her lair (room 9), warning her sisters along the way.

Illus. by W. England

6. Undersea Entrance (EL 0)

Some twenty feet beneath the surface, this natural opening shielded by an overhang of submerged rock leads into a marine cavern (area 18). This is the sea-hags' favorite means of entering and leaving their lair. It is very difficult to find from the outside among all the fissures and crevasses in the rocks surrounding the island (DC 25 Spot, DC 23 Search).

THE HAG CAVERNS

The caverns inside the island's small hillock are dark and dank. The hags don't bother to illuminate the caverns (they and the ogres can see in the dark just fine), and the air is rank with the smell of rotting meat.

7. Zombie Watch (EL 3)

This chamber is open to the outside and fairly bare, dominated by two massive natural stone pillars. A single *hag's eye* ogre zombie waits patiently within for intruders, ready to attack any stranger trying to enter. This massive creature very nearly blocks the cavern opening with its bulk, making it difficult for someone to sneak past it.

The passageway beyond this entry chamber that leads back to Kurula's lair is a tight fit for Large creatures (such as the ogres), who must squeeze through at half their normal movement. The hags, of course, have no such difficulty.

Ogre Zombie: hp 58; see page 267 of the *Monster Manual*.

8. Kurula's Lair (EL 6)

The hags tend to avoid one another's company as much as is practical, since the sisters do not particularly like one

another. Kurula has claimed the foremost lair for herself since she gets along best with both of her sisters. In fact, it is Kurula who motivated their alliance and the formation of their covey, and it is she who keeps them together. She possesses Knowledge (geography) and is knowledgeable in the ways of map-reading.

Kurula, Sea Hag: hp 19; see page 144 of the *Monster Manual*.

Ogre Zombies (2): hp 60, 45; see page 267 of the *Monster Manual*.

Tactics: Kurula is nowhere near as savage as her sisters. Those who manage to find their way into her cavern find themselves greeted cheerfully by someone who acts for all the world like a favorite grandmother (even calling surprise guests "dearie," and the like). Anyone with the ability to see into the gloom of this cavern can plainly tell that she appears to be a monstrous hag.

Kurula keeps a zombie ogre tucked away in the small alcove in the southwest corner of her room and another in a similar alcove to the northeast. Should her visitors prove belligerent, she maneuvers potential foes toward these parts of the room in case she needs to give the command to attack, hoping to pin them between herself and the zombie and gain flanking bonuses.

THE DEAD OGRES OF SHATTERHULL

Upon forming a true covey, the Daughters of Mahogra wasted no time applying their newly acquired *animate dead* ability to animate the corpses of their ogre servants who died, continuing the usefulness of those mighty guardians in death.

Their preparations for animation take place in the dead-chamber (area 10). The ogres are shaved of every bit of hair, and the hair twisted into rope. The limbs of the corpse are braided with driftwood and twisted hair-rope to give them rigidity and strength, for the hags believe that the source of a creature's strength is in its hair. The zombies' mouths are sewn shut before they are animated so that the animating spirit the hags instill in their servants cannot escape.

Lastly, about half of the zombie ogres have one of their eyes plucked out. The Daughters of Mahogra replace it with a black *hag's eye* gemstone, allowing them to immediately discover the cause of any disturbances involving the zombies. They send one or more of the *hag's eye* zombies to watch over battles between their servants and those who find their way to the island.

The end result is an undead ogre, completely devoid of any hair, which lurches on stiff limbs festooned with driftwood and hair rope, its moans barely heard past its sewn-up black-lipped mouth, with a single baleful gemstone eye fixed on its enemies. Even those who often fight undead are likely to be disturbed by the appearance of these creatures.

There is a total of seven of these creatures on the island.

Despite all these cosmetic changes, these creatures are simply ogres with the zombie template added (see page 267 of the *Monster Manual*), except that each gains a +1 bonus to Armor Class from the driftwood, which acts as a crude buckler.

Hag's Eye: A DC 23 Search check of the northwestern corner of the room reveals a *hag's eye* stone, tucked up high into a crack in the rock. Kurula is unaware of the presence of this stone, a testament to her sister Ambraga's rampant paranoia and need to spy on everyone.

Treasure: Kurula possesses some 400 gp worth of seafaring maps, scavenged from shipwrecks, hidden away in an unlocked chest in the northeast alcove behind the ogre zombie. The map-chest also holds neatly stacked silver and gold coins (900 sp, 120 gp) plus an elegantly crafted silver necklace and ring, both done in a wave-and-sunburst motif, with a sunstone set in both (500 gp for the necklace, 350 gp for the ring).

9. Gakara's Lair (EL 6 or 7)

Gakara is the savage one among the sisters. She maintains a massive chamber as her own, where she keeps the bones of past prey to crack and gnaw upon when her temper becomes frayed. She has learned better than to try and take it out on her sisters, though the surviving ogres know not to get in her way when she comes stalking down the side of the mountain with murder in her eyes. Gakara also holds the loyalty of the Daughters' strongest servant—the ettin Ulf-Tharg, who can usually be found here.

The chamber itself is horribly filthy, littered with the remains of Gakara's past meals. Gakara sleeps in the southwest corner of her room upon a set of wooden pallets covered with cast-aside furs, tapestries, and blankets taken from the ships that the Daughters have lured to their doom. Though many of these were once worth quite a bit of money, they are now filthy and tattered and worth nothing.

Gakara isn't here when the PCs first enter (she's currently up at the Hag's Watch Cavern, area 17), unless the hags have discovered the presence of intruders.

Ulf-Tharg, Ettin: hp 61; see page 106 of the *Monster Manual*.

Gakara, Sea Hag: hp 25; see page 144 of the *Monster Manual*.

Tactics: Those who enter this cavern do not receive the welcome they got in Kurula's chamber. Ulf-Tharg attacks at once, and if Gakara is present she doesn't hesitate but leaps to the offense, shrieking at the top of her lungs for her sisters and every zombie in range of her voice.

Hag's Eye: A DC 23 Search check of the eastern wall of the room will reveal a *hag's eye*, tucked up high into a crack in the rock. Gakara is unaware of the presence of this stone, a legacy of her sister Ambraga's rampant paranoia and need to spy on everyone.

Treasure: Tucked away into the little hollow within the pallets (which can be found with a DC 16 Search check) is a small bag containing 4 pearls (100 gp each).

10. Dead-Chamber (EL 3)

The hags' zombie servitors are prepared here in the dead-chamber, shaved of all hair, driftwood lashed to limbs by twisted hair-rope, and mouths sewn shut. At any given time a single *hag's eye* zombie stands here, awaiting commands from its mistresses. Because of the small size of the chamber, there is never any more than a single zombie here. Should any of the ogres die during the PCs' assault, their corpses are brought here at the first opportunity for preparation.

The stench of the dead-chamber is nearly overpowering, turning the stomach of most who enter. Seaweed is piled high—the hags have the zombies bring in armfuls of seaweed to cover and soak up the inevitable viscera that ends up in a chamber used for this kind of purpose. The chamber floor is slippery and foul (difficult terrain; see area 1 above), crawling with all manner of scavenger crabs and other small creatures that have been inadvertently brought into the room with loads of seaweed.

Ogre Zombie: hp 44; see page 267 of the *Monster Manual*.

Disease: The filth in the room is palpable. Those moving through the room with open wounds are considered to have been exposed to filth fever (see page 292 of the *Dungeon Master's Guide*).

Nausea: The foul sights and smells of this place provoke nausea in anyone who fails a DC 12 Fortitude saving throw. Characters who succeed on this check are merely sickened (see Condition Summary on page 301 of the *Dungeon Master's Guide*). The hags are accustomed to the smell and hence immune to its effects.

11. The Eye Cavern

This cavern serves a very specific purpose for the Daughters of Mahogra—it is where their *hag's eye* gemstones are created. A large fire pit over which a cauldron is hung dominates the cavern. This cauldron contains a foul-smelling soup of weird components. Semiprecious stones steep in this noxious boiling liquid, infusing them with the properties necessary to turn them into *hag's eyes*. A series of clay jars near the fire pit contain 350 gp worth of the alchemical salts and other components needed to create this steep.

Because she is the jeweler and the Daughter whose lair is closest to the eye cavern, Ambraga can often be found here.

The carrion stench of the dead-chamber (area 10) can be smelled from this room as well, although it is somewhat less overpowering here. Characters who fail a DC 12 Fortitude saving throw are sickened; those who make the save are unaffected. The hags are used to the smell and hence immune to its effects.

Cauldron: The brew in the cauldron is not intended for consumption. Anyone so unwise as to sample it risks poisoning himself. Treat the liquid as the equivalent of an ingested poison (DC 13) with an initial effect of nauseating the drinker and secondary damage of 1d6 Con. If allowed to cool, the liquid is less toxic and only sickens the drinker (no secondary damage).

In addition, the boiling-hot liquid deals 1d6 points of scalding damage to anyone splashed with it—obviously, this includes anyone ingesting it with a sudden gulp. Anyone thrown into the pot takes 10d6 points of damage per round unless immune to heat damage. See Heat Dangers on page 303 of the *Dungeon Master's Guide*.

Treasure: Along the eastern wall is a shelf, carved out of the very rock, which contains the tools of a jeweler (worth 15 gp, as they are in poor condition). Also here is a small locked coffer (DC 20 Open Lock to unlock). In this coffer are 10 semiprecious stones, each worth 5 to 10 gp and intended to serve as the basis for a future *hag's eye*.

12. Ambraga's Lair (EL 7)

Ambraga is a terrifyingly paranoid creature, the eldest and most powerful of the Daughters of Mahogra. She innately distrusts her sisters and the ogres that serve them all. She keeps a careful eye on everything going on around her through the use of *hag's eyes*. Indeed, she has even planted some *hag's eyes* that her sisters don't know about, in order to spy on them. She spends much of her day reclining on the pile of furs and tattered tapestries scavenged from shipwrecks that makes up her bed in the eastern alcove of her cavern, peering from one *hag's eye* to the next.

The Daughters of Mahogra watch their prey approach

She keeps an ogre zombie in the center of the room, just north of the large pillar of stone, guarding the entries to her lair from the north. This zombie is one of those fitted with a *hag's eye*, allowing her to see what it sees. Additionally, she has set a *hag's eye* in the southern face of the pillar of rock, allowing her to see who might be entering her chamber from the food larder as well.

The carrion stench of the dead-chamber (area 10) can be smelled from this room as well, although it is somewhat less overpowering here. Characters who fail a DC 12 Fortitude saving throw are sickened; those who make the save are unaffected. The hags are used to the smell and hence immune to its effects.

Ambraga, Sea Hag Sorcerer: hp 41 (see sidebar).

Ogre Zombie: hp 61; see page 267 of the *Monster Manual*.

Tactics: Ambraga uses *mage armor* on herself and her zombie if she has reason to expect an attack. In combat, she relies on her claws more than her spells, using her *grease* spell to foul up any skilled warrior attacking her.

AMBRAGA, ELDEST OF MAHOGRA

The eldest Daughter of Mahogra is a terrible creature, a hag of great strength. Moreover, like her mother Mahogra before her, Ambraga is a witch of some skill.

AMBRAGA **CR 6**

Female sea hag sorcerer 2
CE Medium monstrous humanoid (aquatic)
Init +2; **Senses** darkvision 60 ft., Spot +4, Listen +4
Aura horrific appearance (sight, DC 16, 2d6 Str damage)
Languages Common, Giant

AC 19, touch 12, flat-footed 17
hp 41 (5 HD)
SR 14
Fort +4, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares), swim 40 ft.
Melee 2 claws +10 melee (1d4+6)
Base Atk +4; **Grp** +10
Atk Options evil eye
Sorcerer Spells Known (CL 2nd):
1st (4/day)—*grease* (DC 15), *mage armor*†
0 (6/day)—*acid splash* (+6 ranged touch), *detect magic, detect poison, light, message*
†Already cast

Abilities Str 22, Dex 14, Con 16, Int 10, Wis 11, Cha 18
SQ amphibious
Feats Alertness, Toughness
Skills Concentration +7, Craft (jeweler) +4, Hide +6, Listen +4, Spot +4, Swim +14
Horrific Appearance (Su) Anyone viewing Ambraga must make a DC 16 Fortitude save or be weakened, taking 2d6 points of Strength damage.

Illus. by M. Phillippi

Those who either take Strength damage or make their save successfully are immune to Ambraga's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su) 3/day, Ambraga can direct her evil eye against a target within 30 feet. The target must succeed on a DC 16 Will save or be dazed for three days, although *remove curse* or *dispel evil* will remove the effect. In addition, affected creatures must make a DC 16 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Ambraga can survive on land or in water indefinitely.

Hook Grasping, suspicious, paranoid

If Ambraga does not have the opportunity to use her *mage armor* spell, use the following changed statistics:

AC 15, touch 12, flat-footed 13

13. Food Larder (EL 5)

This large, cavernous chamber serves as food storage for the hags for one primary reason—a chute from here leads to an underwater exit off the south side of the island (area 18). When the hags wish to enter the waters around their island, they usually do so through the water chute. Two ogre zombies (both provided with a hag's eye) stand slumped in this room, stationed here in the unlikely event that something tries to infiltrate the hags' lair through the water chute.

The chamber itself is scattered with the stinking remains of many meals. It is obvious that the hags eat well, for fish-bones and the carcasses of well-gnawed turtles, seabirds, and other prey litter the floors of this cavern—including the cartilaginous remains of a fairly large shark that the hags recently feasted upon.

Ogre Zombies (2): hp 65, 45; see page 267 of the *Monster Manual*.

14. Water Chute

The sides of the chute are steeply angled and slick, making a trip down it feel more like a fall than a slide, but with just enough of a bend at the end to prevent any damage. The sudden impact with cold seawater at the end of the slide can give quite a shock (dazed for a round on a failed DC 10 Fort save).

Though this chute makes for a convenient route down to the water, it makes a difficult route up out of it for anyone lacking the exceptional Strength of the hags. For anyone unused to the chute, the arduous climb up into the lair requires a DC 22 Climb check. Failure simply means a quick slide back into the water, but the noise this makes is bound to draw some attention. The chute itself is 35 feet high.

15. Treasure Cave (EL 1)

Here the sisters have collected their most precious cargos scavenged from the shipwrecks they have caused, and the money garnered by selling in distant ports the items they did not care to keep. This cavern is tall, with the roof stretching some 15 feet up.

The room contains three chests, all locked with Simple quality locks (DC 20 Open Lock check to open). Each is trapped with a simple poison needle trap, set primarily to prevent nosy ogres from searching through the hags' goods while the sisters are away.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

Treasure: The treasure here is quite extensive, taken from rich merchant vessels, as well as hard coin from selling the cargos of those vessels. There are even a few magic items, stashed here because the hags know that they are magical but have no idea how to make them work. The chests contain the following.

First Chest: 550 gp, 80 pp, plus a scrollcase made of wood lacquered to be waterproof, containing three spell scrolls with the following spells: *Nystul's magic aura*, *protection from chaos*, and *remove fear*.

Second Chest: 300 gp, 60 pp, plus an elegantly crafted decanter made of rare glass wrapped in silver filigree and set with three small moonstones (the moonstones are worth 125 gp each, the decanter as a whole is worth 500 gp).

Third Chest: 420 gp, 40 pp, plus a thin wand with the prints of various animals burnt into the wood (*wand of summon nature's ally I*, 32 charges).

16. Chimney

In the northern part of the treasure cave, the roof continues upward to form a wide natural chimney. A DC 18 Search check allows a character to find handholds carved into north side of the wall that allow a climber to scale the wall fairly easily. Climbing the chimney, which ascends 15 feet and then opens into the hag's watch cavern, requires a DC 15 Climb check (or DC 10 if the handholds are found and used).

17. Hag's Watch Cavern (EL 1 or 5)

The hags enjoy perching in this cavern to discuss their plans with one another. They also tend to gather here to share a particularly succulent dinner one of them might have caught—including those who have been shipwrecked through their combined efforts. In fact, a pair of skeletons, the remains of two such meals, act as animated guardians for this cavern, preventing creatures from trying to roost here, or enemies from infiltrating the lairs below through this cavern.

The skeletons have orders to dump a crate of old chains and crockery down the pit into the treasure lair below should some humanoid creature enter the cavern. This simple alarm is easily heard throughout the caverns. The noise brings any ogre zombies in the complex to the treasure cave (room 15), to say nothing of the hags themselves, at least one of whom (typically Gakara) sneaks out another exit and climbs the cliffs outside to try and trap intruders between herself and the zombies below.

An opening in the west wall leads to the clifftop outside (area 5). A hag's eye wedged high in the east wall (DC 20 Search to find) enables the hags to observe this entrance once they have been alerted that something is amiss.

When the PCs first explore the island, Gakara is in this chamber, devouring a basketful of still-wriggling eels, unless the hags have warning that the PCs are coming.

Gakara, Sea Hag: hp 25; see page 144 of the *Monster Manual*.

Human Warrior Skeletons (2): hp 6, 8; see page 227 of the *Monster Manual*.

18. Marine Cavern (EL varies)

At the bottom of the water chute (area 14) is a large flooded chamber with many natural columns, open at its southern end to the open sea (this entrance corresponds to area 6 on the island map). This entrance is about 20 feet underwater and very difficult to find from the outside among all the fissures and crevasses in the rocks surrounding the island (DC 25 Spot, DC 23 Search).

The hags occasionally dump bones and other organic debris down the water chute from their food larder; this debris makes the water in this chamber murky, reducing visibility by half. Despite the danger posed by the rapacious hags, any marine animal of Large or smaller size that appears on one of the temperate marine encounter tables (see page 215) might be scavenging here when PCs arrive, from a curious shark to a shy giant octopus.

This cavern is unguarded. A hag's eye set in the north wall near the water chute (DC 25 Search) was intended to help the Daughters monitor this room, but the murkiness of the water and tendency of silt to settle on objects here reduced its effectiveness, and the sisters rarely look through it. Thus this is a (relatively) safe route by which to enter the caverns for those PCs lucky or persistent enough to discover it, as well as a quick escape route for the hags should they need it.

THE LOST TEMPLE OF SEKOLAH

The sahuagin are infamous for their violence and for their devotion to the enormous devil-shark Sekolah. Generations ago, a center of their bloody worship was eradicated. Now, the ancient evil threatens to return.

The Lost Temple is an adventure site suitable for characters of 8th to 10th level.

HISTORY OF THE LOST TEMPLE

Centuries ago, a powerful city of sahuagin terrorized the shipping lanes among the chain of islands known as the Spice Basket (so named for the exotic spice trees that grew there in profusion). The spice trade was too lucrative to abandon, and conventional navies were of little use against the sahuagin's underwater armies, so the human trading companies were forced to pay outrageous tolls on their precious cargo. Over time, the traders began to study the problem of how to avoid the sahuagin's extortion.

One firm among the trading consortium specialized in treasures of the deep sea, particularly the exquisite black pearls harvested from the Glittering Banks. This undersea mountain was also a rich fishing ground and supported a large but scattered population of aquatic elves, who traded the pearls for luxuries and foodstuffs. These elf communities were far enough away from sahuagin territory to remain peaceful and unmolested. The human merchants, wishing to expand into the spice trade, decided their interests could be doubly served by fomenting an undersea war. The elves' hatred for sahuagin was so great that a suitable provocation would be enough to unite them into an army of destruction. They would also require weapons, which the traders would happily supply in exchange for pearls. All that was required was the *casus belli*.

The traders came up with a plan. They hired an independent fast ship to sail into the Spice Basket islands and brazenly flout the sahuagin's demands of tribute. The ship sailed away toward the Glittering Banks, drawing war parties of outraged sahuagin behind it. Once the sahuagin entered sea-elf territory, racial hatred took over, and all other concerns were forgotten. A genocidal war began. The traders provided weapons and other material support to the aquatic elves, tipping the balance of power in their favor. The sahuagin could not stand up to the combination of sea elf armies with human merchant economic support. Their armies were defeated and their holdings fell. The elves expanded into the abandoned sea bottom, wrecking the sahuagin's palace and homes. The ancient temple of Sekolah, however, was protected by powerful magic that kept the elves from destroying it as well. Its

priesthood fled, but the buildings and precinct remained. Elf patrols stood guard around the ancient site to prevent its evil from growing again.

Now that the hostile sahuagin had been replaced by a friendly regime, the human traders were able to exploit the spice islands to the utmost. The elves had little interest in activities above the waves and were content to continue the trade in pearls and other undersea goods in exchange for food and exotic luxuries from the above-sea world. Both groups prospered for the next two centuries, while the remnants of the sahuagin tribe dispersed into small enclaves of raiders that posed no real threat to large fleets.

The prince of the sahuagin had been killed in the war, but the high priestess of Sekolah escaped, along with a few acolytes. She swore that her people would one day reclaim the sacred place. This priestess, Naatrigitt, considered it her religious duty to keep the order alive. She established a retreat for training the most promising candidates in the history and rituals of Sekolah's worship. This temple-in-exile was a poor substitute for the glorious complex of old—a shabby, dark cave scooped out of a dead coral reef—but it was still the spiritual center for the scattered sahuagin exiles. Over the generations, each new high priestess took the name of Naatrigitt, leading the efforts to restore their people's ancient greatness. As the centuries passed, the sahuagin slowly regrouped and plotted, while the high clerics of Sekolah kept alive the flame of hatred. But their numbers were far less than those of the now-thriving elf kingdom, which enjoyed a population of many thousands and the continued support of the human traders. The sahuagin could only bide their time and wait for the right moment.

That moment came a year ago, when a powerful seaquake struck the Glittering Banks. The entire seamount subsided, burying sea-elf homes and killing thousands. In a moment, the elves' most important source of food and trade goods was gone. The mighty kingdom had suddenly become an impoverished horde of starving refugees. The human traders provided some assistance, but they could not feed so many. The traders had also become complacent, seeing no need to support the elves as strongly as in the past, since they believed the sahuagin threat had long since vanished. The elf rulers could no longer control an extended empire—every able-bodied adult was needed to rebuild the capital and to search for food. Guarding the old sahuagin city, on the fringes of the elf kingdom, seemed quixotic in the circumstances. Over the next few months, the sea elves abandoned the site.

It took a while for the sahuagin to realize what had happened. Their rangers and scouts had been watching the elves for generations but had never seen a sign of

weakness. Now reports came to the sahuagin court-in-exile that the sea elves had abandoned their watch on the old city. The possibility of return, so long an empty hope, suddenly seemed within reach. The sahuagin leaders, in no position to make a rash move, sent exploratory parties to test the sea elves' defenses and explore the abandoned precincts.

The priestesses of Sekolah, however, are not so patient. The current religious leader, Naatrigitt the Fifth, has assembled a war party to reclaim the ancient temple. Along with an advance team, Naatrigitt has already arrived at the temple and is beginning the work of reconsecrating its grounds. Behind her are hundreds of warriors and priestesses intent on reclaiming the city. The few aquatic elves who remain in the area cannot stand up to them but have brought news to the elf king and to the human traders.

The ancient threat has returned. To the elves, it means the likelihood of eradication at the hands of their ruthless enemies; to the humans, the end of easy riches from the spice trade. Both desperately seek aid from those bold enough to challenge the newly risen temple of Sekolah.

INTRODUCING THE TEMPLE INTO THE CAMPAIGN

Because the history of the temple is intertwined with the dealings of a powerful trading consortium, the sahuagin's return can influence even a nation far inland. It's not necessary for the nation to be dependent on the spice trade—any commodity that comes from an overseas locale could be at risk.

The sahuagin city and its temple can easily be dropped into an existing island chain or trade route, especially since it has lain quiescent for so long. Alternatively, the adventure site might be in a region previously uncharted by the dominant nations of your campaign, providing an opportunity to open up a new adventuring area.

A simple way to introduce this adventure is to have the PCs be among a group of mercenaries who have been hired by the traders to deal with the emerging sahuagin problem. A more sea-oriented theme would be to have the PCs either be sea elves themselves or other aquatic peoples (aventi, darfellans, merfolk) coming to the aid of the elf kingdom, so that they are intimately involved in the outcome of the struggle.

For a twist, have the PCs come in on the sahuagin's side. After all, the sahuagin had been established there for centuries until the humans interfered, bringing them into conflict with the aquatic elves and costing them their city. It's easy to change the tone of the setting by making the human merchants more grasping and manipulative and the elves more like pawns. Such an approach probably works best if the PCs are malenti (sahuagin who look like aquatic elves; see page 218 of the *Monster Manual*), but a more diverse group is possible if the sahuagin hire mercenaries of their own to help with the recolonization.

Finally, the PCs might be independently concerned with restoring the previous balance on the sea bottom: The recent situation was the result of the merchants' interference, after all.

VISITING THE TEMPLE

Approaching the ancient temple of Sekolah is a risky business owing to the conflicting interests surrounding it. A few sea-elf guards remain to watch the temple and report on the sahuagin's activities. Sahuagin exploratory parties are combing the area, and the temple grounds are defended by malevolent magic as well as religious fanatics.

The ancient sahuagin city perched at the edge of an undersea canyon just offshore from the Spice Basket islands. Guard towers stood at the edge of the chasm, but most buildings were on the flat ground abutting the edge. A massive, bowl-shaped amphitheater (a typical feature in sahuagin settlements) dominated the city, and the temple to Sekolah was nearby, on a ledge that jutted out over the canyon's depths. Thick fences of seaweed enclosed the city, arching over the buildings to hide it from above.

The aquatic elves built some homes of their own here from coral and giant seashells, but the population was never very large. They took pains to destroy most of the sahuagin dwellings and filled the amphitheater with trash and rubble but retained the guard towers and the seaweed

The temple is protected by seas of blood

Illus. by F. Hooper

camouflage. They were unable to affect the temple itself due to its potent magical defenses (see below).

Magical Defenses

Long ago, this temple was the seat of a legendary cleric of Sekolah. This person, known only as the Red One, headed up the Jaws of Sekolah, a kingdom-spanning cult of fearsome power. The Red One was far more powerful than any of the shark god's servants in living memory, capable of magic beyond the ability of even the highest ranking priestesses. Sahuagin legend is divided on the eventual fate of this high cleric. The most common story is that the Great Shark himself chose the Red One to be his attendant on his home plane. Less accepted is a tale in which the Red One battled the avatar of Deep Sashelas and was utterly destroyed. Whatever the truth, the Red One left its mark indelibly on the temple precinct. The buildings and grounds are completely covered in *seas of blood* (see sidebar), which drastically limits visibility at the site. Over the centuries the spell has weakened somewhat, but it is still a formidable defense.

Temple Patrols (EL 8)

Although the main sahuagin force will not arrive for some time, Naatrigitt has brought a cadre of priestesses and temple guards to defend the site while she prepares its reconsecration. Two patrols continually circle the temple precinct, one diametrically opposite the other. A temple patrol consists of six to eight sahuagin sentries armed with tridents, a 3rd-level lieutenant, and a Large shark.

The patrols remain outside the area of the *seas of blood* so they can see approaching intruders, but once combat is joined they retreat into the bloody water to discomfit opponents. As soon as enemies are spotted, one sahuagin sentry raises the alarm by banging on a gong each patrol carries with it. The sound travels very well underwater, bringing the second patrol in 1d4 rounds and the remaining guards from the barracks in 2d4 rounds. Another sentry takes advantage of the bloody area's concealment to carry a warning to Naatrigitt herself, along with any details (number and race of intruders, any special powers they displayed, and the like). If the PCs manage to silence the gong, the messenger alerts first the other patrol and then the barracks, while the other patrol sends its own messenger to inform Naatrigitt.

Large Shark: hp 38; see page 279 of the *Monster Manual*.

Sahuagin Sentry **CR 3**

Male sahuagin fighter 1
LE Medium monstrous humanoid (aquatic)
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., Listen +4 (+8 underwater), Spot +4 (+8 underwater)
Languages Common, Sahuagin, speak with sharks

SEAS OF BLOOD (EL 9)

Non-evil water-breathing creatures within the spell's area must succeed on a DC 27 Fortitude save or take 1d4 points of nonlethal damage per round they remain. Creatures who fail this save also become nauseated while they remain in the bloody water and for 1d6 rounds after leaving. Those who make the save are instead sickened while they remain in the bloody water and for 1d6 rounds after leaving. Other non-evil living creatures in the spell's area (whether or not they are in the water) are sickened while they remain and for 1d6 rounds after leaving.

If the PCs are protected by *holy aura,* spell resistance, or some similar effect, the caster must make a level check against DC 33. An *antimagic field* might suppress the effect; make a level check as a 20th-level caster.

The PCs are unlikely to have access to such high-level protective spells. However, if they have advance warning of conditions here (say, from the sea-elves) and are in the employ of the merchant consortium, they should be able acquire magical protection in the form of an item or scroll at a greatly reduced price, or even free of charge with a DC 25 Diplomacy check.

Whenever a good-aligned creature enters the bloody area, a fiendish Huge shark appears and attacks. The shark departs after 20 rounds but reappears the next time a good-aligned creature enters. If the shark is killed or disabled, an identical one appears in its place.

The bloody water provides concealment (20% miss chance) to creatures up to 10 feet away and total concealment (50% miss chance) beyond that distance.

Fiendish Huge Shark **CR 6**

CE Huge magical beast (aquatic, extraplanar)
Init +6; **Senses** darkvision 60 ft., blindsense 30 ft., low-light vision, keen scent, Listen +10, Spot +10
Languages None

AC 15, touch 10, flat-footed 13
hp 65 (10 HD); **DR** 5/magic
Resist cold 10, fire 10; **SR** 15
Fort +11, **Ref** +9, **Will** +4

Speed swim 60 ft. (12 squares)
Melee bite +10 (2d6+7)
Space 15 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +20
Atk Options smite good 1/day (+10 damage)

Abilities Str 21, Dex 15, Con 15, Int 3, Wis 12, Cha 2
Feats Alertness, Great Fortitude, Improved Initiative, Iron Will
Skills Listen +10, Spot +10, Swim +13

Keen Scent (Ex) A fiendish shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

AC 19, touch 12, flat-footed 17; Dodge, Mobility
hp 25 (3 HD)
Fort +6, **Ref** +5, **Will** +4
Weakness light blindness, freshwater sensitivity, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee mwk trident +7 melee (1d8+6) and bite +5 melee (1d4+2); or
Melee 2 claws +7 (1d4+4) and bite +5 (1d4+2); or
Ranged aquatic crossbow +5 (1d8/19–20)
Base Atk +3; **Grp** +7
Atk Options 2 rakes +5 melee (1d4+2) (while swimming or grappling)

Abilities Str 18, Dex 14, Con 15, Int 12, Wis 12, Cha 10
SQ blood frenzy 1/day
Feats Dodge, Great Fortitude, Mobility, Multiattack[B]
Skills Handle Animal +1 (+5 with sharks), Hide +4 (+8 underwater), Intimidate +5, Listen +4 (+8 underwater), Spot +4 (+8 underwater), Survival +4 (+8 within 50 miles of home), Swim +12
Possessions trident, leather armor, aquatic crossbow with 10 bolts

Speak with Sharks (Ex) Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for 1 round. On subsequent rounds, they are dazzled while operating in bright light.
Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains in fresh water.
Water Dependent Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).
Rake (Ex) Attack bonus +5, damage 1d4+2. A sahuagin also gains two rake attacks while swimming.

Hook Elite bloodthirsty warrior ("Die, elf-friend!")

When in a blood frenzy, a sahuagin sentry has the following changed statistics:
AC 17, touch 10, flat-footed 15
hp 28 (3 HD)
Fort +7
Melee mwk trident +8 (1d8+7) and bite +6 (1d4+2); or
Melee 2 claws +8 (1d4+5) and bite +6 (1d4+2)
Grp +8
Atk Options 2 rakes +6 melee (1d4+2)
Abilities Str 20, Con 17

Sahuagin Lieutenant CR 5

Male sahuagin fighter 3
LE Medium monstrous humanoid (aquatic)
Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., Listen +4 (+8 underwater), Spot +4 (+8 underwater)
Languages Common, Sahuagin, speak with sharks

AC 19, touch 12, flat-footed 17; Dodge, Mobility
hp 45 (5 HD)
Fort +8, **Ref** +6, **Will** +5
Weaknesses light blindness, freshwater sensitivity, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee masterwork trident +11 melee (1d8+6) and bite +7 melee (1d4+2); or
Melee 2 claws +9 melee (1d4+4) and bite +7 melee (1d4+2); or
Ranged aquatic crossbow +7 ranged (1d8/19–20)
Base Atk +5; **Grp** +9
Atk Options 2 rakes +7 melee (1d4+2) (while swimming or grappling)
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 15, Con 16, Int 12, Wis 12, Cha 10
SQ blood frenzy 1/day
Feats Dodge, Great Fortitude, Mobility, Multiattack[B], Weapon Focus (trident)
Skills Handle Animal +3 (+7 with sharks), Hide +5 (+9 underwater), Intimidate +6, Listen +4 (+8 underwater), Spot +4 (+8 underwater), Survival +4 (+8 within 50 miles of home), Swim +12
Possessions combat gear plus masterwork trident, leather armor, aquatic crossbow with 10 bolts

Speak with Sharks (Ex) Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.
Freshwater Sensitivity (Ex) A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains in fresh water.
Water Dependent Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).
Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for 1 round. On subsequent rounds, they are dazzled while operating in bright light.
Rake (Ex) Attack bonus +7, damage 1d4+2. A sahuagin also gains two rake attacks while swimming.
Blood Frenzy (Ex) Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Strength and +2 Constitution, and takes a –2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

Hook Arrogant, bloodthirsty warrior ("Now, you die!")

When in a blood frenzy, the sahuagin lieutenant has the following changed statistics:
AC 17, touch 10, flat-footed 15
hp 50 (5 HD)
Fort +9
Melee mwk trident +12 melee (1d8+7) and bite +8 melee (1d4+2); or
Melee 2 claws +10 melee (1d4+5) and bite +8 melee (1d4+2)
Grp +10
Atk Options 2 rakes +8 melee (1d4+2)
Abilities Str 21, Con 18

THE TEMPLE PRECINCT

This area contains residences for clerics, barracks for temple guards, a courtyard, and the shrine to Sekolah itself. The entire area is protected by the *seas of blood* spell but lies underneath the bloody water in a deep bowl. The aquatic elves were unable to penetrate this effect for long enough to destroy the buildings here.

Priestesses' Residence

This is a four-level structure, built from the spiral shell of a giant sea snail. The passage of time has defaced the former sheen of the building's exterior—algae, barnacles, and even deepwater sponges grow on its surface—but it is still structurally sound. The lower-level clerics are responsible for cleaning and restoring the neglected areas of the site, usually directing unclassed sahuagin under their command. One crew is tending to the cleanup of the shell's exterior, and patches of the original surface now show through here and there.

A typical work crew consists of one underpriestess (see below) and four unclassed sahuagin (these workers do not carry weapons). A dozen unclassed sahuagin in all accompanied Naatrigitt's mission, living scattered among nearby ruined dwellings in the city.

Exterior Seashell Walls: 18 in. thick; hardness 8; hp 206 per 10-ft. section; break DC 35; Climb DC 20.

Sahuagin: hp 11; see page 217 of the *Monster Manual.*

TYPICAL UNDERPRIESTESS **CR 5**
Female sahuagin cleric 3
LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft, Listen +8 (+12 underwater), Spot +8 (+12 underwater)
Languages Aquan, Sahuagin, speak with sharks

AC 17, touch 12, flat-footed 16
hp 41 (5 HD)
Fort +8, **Ref** +5, **Will** +10
Weaknesses freshwater sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee mwk trident +9 (1d8+3/×3) and bite +5 (1d4+1); or
Melee 2 claws +7 (1d4+3) and bite +5 (1d4+1)
Base Atk +4; **Grp** +7
Atk Options 2 rakes +5 melee (1d4+1) while swimming or grappling
Special Actions rebuke undead 3/day (+0, 2d6+3, 3rd)
Combat Gear 2 *potions of cure light wounds*
Cleric Spells Prepared (CL 3rd):
2nd—*bear's endurance, cure moderate wounds, spiritual weapon*[D]
1st—*bane* (DC 15), *bless, protection from good*[D] (CL 4th), *shield of faith*
0—*detect magic, guidance, read magic, resistance*
D: Domain spell. Domains: Evil, War

Abilities Str 17, Dex 12, Con 16, Int 12, Wis 18, Cha 10
SQ blood frenzy 1/day
Feats Combat Casting, Great Fortitude, Martial Weapon Proficiency (trident)[B], Multiattack[B], Weapon Focus (trident)[B]
Skills Concentration +6 (+10 casting defensively), Handle Animal +5 (+9 with sharks), Hide +4 (+8 underwater), Knowledge (religion) +4, Listen +8 (+12 underwater), Profession (hunter) +4 (+8 within 50 miles of home), Ride +3, Spellcraft +4, Spot +8 (+12 underwater), Survival +4 (+8 within 50 miles of home), Swim +11
Possessions combat gear plus *ring of protection +1,* masterwork trident

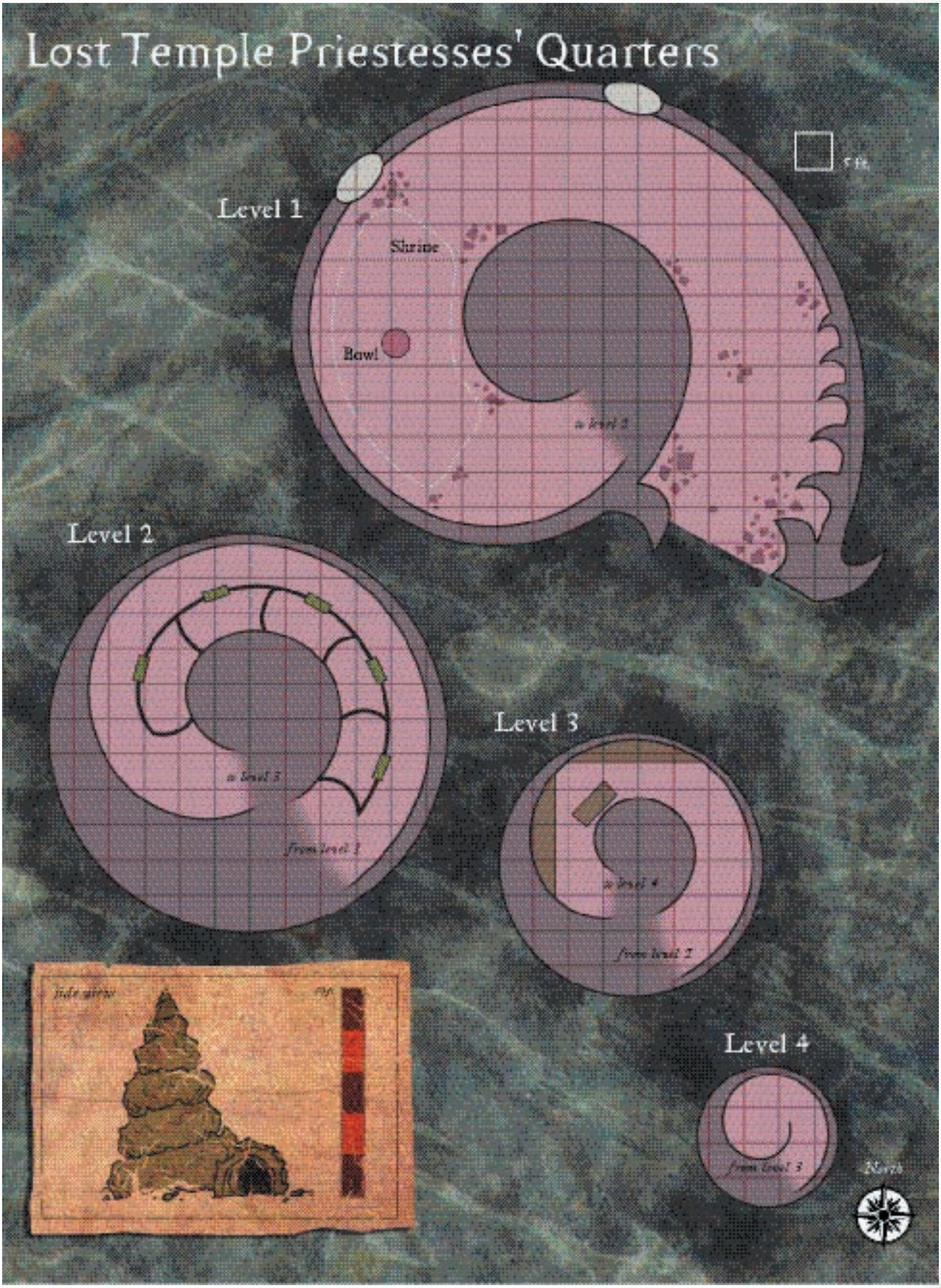
Hook Eager, devout, bloodthirsty ("Kill them quickly, in Sekolah's name!")

When in a blood frenzy, the sahuagin underpriestess has the following changed statistics:
AC 15, touch 10, flat-footed 14
hp 46 (5 HD)
Fort +9
Melee mwk trident +10 melee (1d8+4) and bite +6 melee (1d4+2); or
Melee 2 claws +8 melee (1d4+4) and bite +6 melee (1d4+2)
Grp +8
Atk Options 2 rakes +6 melee (1d4+2)
Abilities Str 19, Con 18

1. Entrance and Shrine

This level contains a tubular entrance passage whose walls, floor, and ceiling are decorated with mosaic images of sharks and sahuagin in joyful dance. The mosaic is crumbling somewhat from centuries of neglect. Its tiles are mainly seashell fragments and mother-of-pearl, but pearls are inlaid for the figures' eyes. These are of fairly poor quality (20 gp value each); with time and effort a total of 3d8 pearls can be collected.

The space within is dominated by a small shrine used for private rituals and divination. Above the pink, glossy floor hangs a round coral bowl about 3 feet wide and 1 foot deep, suspended from the ceiling by very thin, strong wires. This bowl is where the clerics make offerings and


Lost Temple Priestesses' Quarters
5 ft.
Level 1
Shrine
Bowl
to level 2
Level 2
to level 3
from level 1
Level 3
to level 4
from level 2
Level 4
from level 3
North

into which they look for divination answers. In the old days of the temple, a hollow statue of a shark, carved from the ivory of narwhal tusks, hung over the bowl. When the sahuagin city was abandoned, the clerics removed this statue so that it would not fall into enemy hands. It is currently in the temple-in-exile at the dead coral reef; the colonization force will return it to its place of honor once Naatrigitt has completed the reconsecration of the temple.

Circular crystal windows, about 1 foot in diameter, look out onto the rest of the precinct. The tubular passage continues on the right and into the ceiling, leading to the upper levels of the building. The ceiling is somewhat sloped but averages 15 feet in height.

There are usually two sentries (1st-level fighters) on guard in this area. By the entrance is a brass gong used to raise the alarm in the event of intrusion.

Sahuagin Sentries (2): hp 25 hp; see page 192.

2. Priestesses' Quarters

This level contains the sleeping quarters of the temple clerics. There are sufficient rooms to house twelve underpriestesses (four to a room) as well as two rooms for senior clerics (two to a room). The advance party consists of only four underpriestesses, plus two higher-level priestesses detailed to assist Naatrigitt with the reconsecration.

At any given time, one underpriestess is present in this area, either resting or coming on or off duty. These quarters are ascetic, containing little more than seaweed sleeping mats and a space to store robes and personal items. The walls, however, are of glossy pink shell lining. There are no windows on this level.

This area also has a simple common room for eating, which contains a couple of stone tables. The tubular passage continues on the right and into the ceiling, leading to the upper levels of the building. The sloped ceiling is about 12 feet high.

There is a 30% chance that one of the two higher-level clerics is in her quarters. Each room currently houses a single such cleric and is only slightly less stark than their subordinates' quarters. A chest crafted from a giant clamshell stores items such as unholy symbols, potions, and sacred paraphernalia when the cleric is resting. It is not locked and remains empty while she is on duty.

Sahuagin Underpriestess: hp 41; see page 194.

Typical Priestess — CR 7

Female sahuagin cleric 5
LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft, Listen +8 (+12 underwater), Spot +8 (+12 underwater)
Languages Aquan, Sahuagin, speak with sharks

AC 17, touch 12, flat-footed 16
hp 56 (7 HD)
Fort +9, **Ref** +7, **Will** +11
Weaknesses freshwater sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee *+1 trident* +10 (1d8+4/×3) and bite +6 (1d4+1); or
Melee 2 claws +8 melee (1d4+3) and bite +6 melee (1d4+1)
Base Atk +5; **Grp** +8
Atk Options 2 rakes +6 (1d4+1) while swimming or grappling
Special Actions rebuke undead 3/day (+2, 2d6+5, 5th)
Combat Gear *potion of cure moderate wounds*
Cleric Spells Prepared (CL 5th):
3rd—*magic circle against good*[D] (CL 6th), *prayer, summon monster III* (1d3 fiendish sharks)
2nd—*bull's strength, silence, sound burst* (DC 16), *spiritual weapon*[D]
1st—*cure light wounds, doom* (2) (DC 15), *magic weapon*[D], *sanctuary* (DC 15), *shield of faith*
0—*detect magic* (2), *guidance, read magic, resistance*
D: Domain spell. Domains: Evil, War

Abilities Str 17, Dex 12, Con 16, Int 12, Wis 18, Cha 10
SQ blood frenzy 1/day
Feats Combat Casting, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency (trident)[B], Multiattack[B], Weapon Focus (trident)[B]
Skills Concentration +8 (+12 casting defensively), Handle Animal +5 (+9 with sharks), Hide +4 (+8 underwater), Knowledge (religion) +6, Listen +8 (+12 underwater), Profession (hunter) +4 (+8 within 50 miles of home), Ride +3, Spellcraft +6, Spot +8 (+12 underwater), Survival +4 (+8 within 50 miles of home), Swim +11
Possessions combat gear plus *ring of protection +1, +1 trident*

Hook Devout, bloodthirsty, calculating ("Kill them slowly, on Sekolah's altar!")

When in a blood frenzy, the sahuagin priestess has the following changed statistics:
AC 15, touch 10, flat-footed 14
hp 63 (5 HD)
Fort +10
Melee *+1 trident* +11 (1d8+5) and bite +7 (1d4+2); or
Melee 2 claws +9 (1d4+4) and bite +7 (1d4+2)
Grp +9
Atk Options 2 rakes +7 melee (1d4+2)
Abilities Str 19, Con 18

3. Library

This space once held inscribed shells and coral tablets containing the temple lore, and scrolls of eelhide detailing the history of the settlement. The clerics took the sacred texts when they abandoned the shrine, and the more perishable

scrolls left behind have rotted away over the years with no one to care for them. Naatrigitt has brought some of the coral tablets back to the site and is storing them here, although her plan is ultimately to have them enshrined within the main temple. In the meantime, they stand on a low shelf carved into the shell's lining near a massive stone table. Each tablet weighs 20 pounds; reading them grants a +2 bonus on Knowledge (religion) checks concerning Sekolah's worship.

The tubular passage continues on the right and into the ceiling, leading to the upper level of the building. The sloped ceiling averages about 10 feet in height.

4. High Priestess's Quarters

The temple's high priestess dwells on the top level and is also responsible for the library. Accordingly, Naatrigitt has claimed the priestess's quarters (although she spends most of her time in the main temple). This chamber is slightly luxurious compared to those of the junior clerics but still elegantly spartan. Stylized representations of sharks are incised into the shell lining, and Naatrigitt has hung a miniature carving of Sekolah from the pointed ceiling. The ceiling's height is around 8 feet at the central point and slopes down to a little over 3 feet at the edges.

Naatrigitt's sleeping area is still a simple mass of seaweed. She has one clamshell chest containing personal items and another for religious and magical paraphernalia. Neither is locked.

Guard Barracks (EL 7–8)

This small dome-shaped structure is carved from a dead coral reef. It contains sleeping and eating rooms for the guards assigned to the temple. The advance party has only twenty low-level sentries, four lieutenants, and a captain in charge of temple security. They have taken advantage of their limited numbers to spread out a bit, with the twenty sentries sleeping four to a room, the four lieutenants divided among two rooms, and the captain claiming a room to himself.

The quarters are spartan, with just enough space for sleeping pads and storage for weapons and armor. The only difference between the sentries' quarters and those of officers is the number of sahuagin per room.

At the center of the dome is a common area for eating and socializing, including the enclosed open space of the dome itself. The sleeping quarters are arranged along the walls; a typical room is roughly 15 by 10 by 10 feet. By each entrance to the barracks is a brass gong used to raise the alarm in the event of intrusion.

At any given time, about half the temple's complement of guards are present in these quarters. Two-thirds of these are resting in the rooms, while the remainder are in the common area. The hemispherical structure of the building means that those in their quarters can readily hear and respond to sounds of combat in the commons. There is a 50% chance the captain is in his quarters or supervising some training from the top of the dome. In addition, there is a 40% chance that 1d3 tame sharks have been allowed inside; if so, they swim lazily around, looking for attention or tidbits.

Exterior Coral Walls: 3 ft. thick; hardness 7; hp 480 per 10-ft. section; break DC 45; Climb DC 22.

Large Sharks (1d3): hp 38; see page 279 of the *Monster Manual*.

Sahuagin Sentry: hp 25; see page 192.

Sahuagin Lieutenant: hp 45; see page 193.

Sahuagin Captain — CR 8

Male sahuagin fighter 6
LE Medium monstrous humanoid (aquatic)
Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., Listen +7 (+11 underwater), Spot +7 (+11 underwater)
Languages Common, Sahuagin, speak with sharks

AC 21, touch 13, flat-footed 18; Dodge, Mobility
hp 71 (8 HD)
Fort +11, **Ref** +8, **Will** +6
Weaknesses freshwater sensitivity, light blindness, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee *+1 trident* +15/+10 (1d8+8) and bite +11 (1d4+2); or
Melee 2 claws +13 (1d4+5) and bite +11 (1d4+2)
Base Atk +8; **Grp** +13
Atk Options 2 rakes +11 (1d4+2) while swimming or grappling; Power Attack, Sahuagin Flip
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 20, Dex 16, Con 16, Int 12, Wis 12, Cha 10
SQ blood frenzy 1/day
Feats Great Fortitude, Dodge, Mobility[B], Multiattack[B], Power Attack[B], Sahuagin Flip*[B], Weapon Focus (trident)[B], Weapon Specialization (trident)
*New feat described on page 93.
Skills Handle Animal +7 (+11 with sharks), Hide +6 (+10 underwater), Intimidate +9, Listen +7 (+11 underwater), Profession (hunter) +1 (+5 within 50 miles of home), Ride +5, Spot +7 (+11 underwater), Survival +1 (+5 within 50 miles of home), Swim +13
Possessions combat gear plus *+1 leather armor, +1 trident*

Hook Smart, dangerous, cruel; a champion of his people ("All Sekolah requires of you is your blood. Now.")

When in a blood frenzy, the sahuagin captain has the following changed statistics:
AC 19, touch 11, flat-footed 16
hp 79 (8 HD)
Fort +12

Melee +1 *trident* +16/+11 melee (1d8+9) and bite +12 melee (1d4+3); or
Melee 2 claws +14 (1d4+6) and bite +12 (1d4+3)
Grp +14
Atk Options 2 rakes +12 melee (1d4+3)
Abilities Str 22, Con 18

Temple Guards

As noted on page 192, two groups of temple guards constantly patrol the sacred precinct itself. If the guard captain has not yet been encountered by the PCs, then he is personally guarding the shrine, accompanied by two zealous sentries, while Naatrigitt proceeds with the reconsecration. Any sahuagin who sees intruders here immediately raises the alarm, bringing the patrols, the remaining fighters from the barracks, and the temple's priestesses, including Naatrigitt herself. Naatrigitt and the captain attempt to destroy intruders as quickly and ruthlessly as possible, unless it seems likely that one or more of them could be captured alive for sacrifice. They retreat only if defeat seems certain.

Sahuagin Captain: hp 71; see above.
Sahuagin Sentries (2): hp 25; see page 192.

The Shrine to Sekolah (EL 10)

The main shrine is a wide circular pavement surrounded by seaweed. The plants have grown into a thick curtain that hides the interior from the sides and from above. In the old days, one side of the shrine was left unplanted to allow access to the site, but over the years the seaweed has spread into an unkempt thicket. A small opening has been hacked into one side, and cleanup squads of unclassed sahuagin under the command of underpriestesses are working to trim back the overgrown plants.

The pavement is built of coral tiles in various colors, forming a swirling pattern. The tiles were laid with great precision, so that even after centuries of neglect very little plant growth had appeared between them. The cleanup teams have already removed that growth and also scoured algae from roughly half the pavement.

At the center of the paved area is a massive slab of mother-of-pearl, 15 feet across and about an inch thick, taken from some enormous shellfish long ago. This is the most holy part of the shrine. Atop this slab rests a set of dire shark jaws having a span of 10 feet, the teeth adorned with gold. This sacred relic was brought by Naatrigitt's advance team to anchor *desecrate* spells, granting some magical protection to the site until Naatrigitt can complete the rituals needed to reconsecrate the entire holy precinct. Normally these jaws hold offerings to the shark god, but they are empty for now as the work of recovering the temple proceeds.

The shrine itself is covered by an *unhallow* spell to which is affixed an area *dispel magic* effect. The effect works against anyone who is not a follower of Sekolah. It does not affect sharks summoned by a cleric of Sekolah.

Most of the time (70% chance), Naatrigitt is present in the shrine proper, along with a priestess to assist her. Two cleanup teams (each made up of four unclassed sahuagin led by an underpriestess) are nearby, hard at work. Naatrigitt responds rapidly to any threat against the temple, leading subordinate clerics to support the guards.

Sahuagin (8): hp 11; see page 217 of the *Monster Manual*.

Sahuagin Underpriestess (2): hp 41; see page 194.

Sahuagin Priestess: hp 56; see page 196).

Naatrigitt the Fifth — CR 10

Female sahuagin cleric 8
LE Medium monstrous humanoid (aquatic)
Init +1; **Senses** blindsense 30 ft., darkvision 60 ft., Listen +8 (+12 underwater), Spot +9 (+13 underwater)
Aura strong evil
Languages Common, Sahuagin, speak with sharks

AC 17, touch 12, flat-footed 15
hp 86 (10 HD)
Fort +11, **Ref** +8, **Will** +14
Weaknesses light blindness, water dependent

Speed 30 ft. (6 squares), swim 30 ft.
Melee touch +11 (spontaneous *inflict* 4d8+8 or 3d8+8 or 2d8+8) or
Melee +1 *corrosive trident* +13/+8 (1d8+6 plus 1d6 acid) and bite +9 (1d4+1)
Base Atk +8; **Grp** +11
Atk Options Strength domain: 1/day gain +8 to Str for 1 round
Special Actions rake (attack +9, damage 1d4+1; gain two rake attacks while swimming), command undead (+4, 2d6+13, 9th), spontaneous casting (*inflict* spells)
Combat Gear +1 *corrosive trident, potion of cure serious wounds*
Cleric Spells Prepared (CL 8th):
4th—*control water, divine power*[D], *spell immunity, summon monster IV*
3rd—bestow curse (DC 18), magic vestment[D], *magic circle against good, prayer, summon monster III*
2nd—*aid, align weapon, death knell* (DC 17), *silence, spiritual weapon*[D]
1st—*bane* (DC 16), *cure light wounds* (2), *doom* (DC 16), *enlarge person*[D], *sanctuary* (DC 16), *shield of faith*
0—*detect magic, guidance* (2), *mending, read magic* (2)
D: Domain spell. Domains: Strength, War.

Abilities Str 16, Dex 12, Con 16, Int 12, Wis 20, Cha 12
SQ blood frenzy 1/day
Feats Combat Casting, Extend Spell, Great Fortitude, Lightning Reflexes, Martial Weapon Proficiency (trident)[B], Multiattack[B], Weapon Focus (trident)[B].

Naatrigitt the Fifth

Skills Concentration +11 (+15 casting defensively), Handle Animal +6 (+14 with sharks), Hide +4 (+8 underwater), Knowledge (religion) +12, Listen +8 (+12 underwater), Profession (hunter) +5 (+9 within 50 miles of home), Ride +3, Spellcraft +6, Spot +9 (+13 underwater), Survival +5 (+9 within 50 miles of home), Swim +11
Possessions combat gear plus *ring of protection +1, +1 corrosive trident, periapt of Wisdom +2,* herbs, oils, and incense worth 1,000 gp

Hook Visionary leader, bloodthirsty priestess ("Doom! Watery doom!")

When in a blood frenzy, Naatrigitt has the following changed statistics:
AC 15, touch 10, flat-footed 15
hp 50 (5 HD)
Fort +9
Melee mwk trident +12 melee (1d8+7) and bite +8 melee (1d4+2); or
Melee 2 claws +10 melee (1d4+5) and bite +8 melee (1d4+2)
Grp +10
Atk Options 2 rakes +8 melee (1d4+2)
Abilities Str 21, Con 18

Tactics: Naatrigitt prefers to have the guards directly engage intruders, while she and her subordinate clerics boost them with spells such as *aid* and *prayer* (and harm enemies with *bane* and *doom*). However, her own combat ability is formidable, and she wades into combat herself when the fight requires it (first casting *enlarge person* and *shield of faith* on herself).

Naatrigitt always takes the fight into the *seas of blood*, where good enemies are at a serious disadvantage and ranged attacks less effective. She supplements the fiendish Huge shark there with a Large and 1d3 Medium fiendish sharks using *summon monster III and summon monster IV.*

If the intruders are too much for the skeleton defenses of the temple, Naatrigitt leads the survivors in retreat through the *seas of blood* and down into the depths off the undersea cliff, hoping to evade detection and pursuit, taking the holy jaws from the shrine with them if possible. The group retreats toward the exile settlement and delivers the news of the PCs' assault personally.

DEVELOPMENT

Defeating Naatrigitt and her entourage only temporarily ends the sahuagin threat. The follow-up groups will arrive within a few days (sooner if they have been alerted), consisting of around sixty unclassed sahuagin, twenty more 1st-level fighters, six lieutenants, three captains, and several dozen sharks.

A demonstration of force (especially a display of the defeated Naatrigitt) might be enough to discourage the other sahuagin. After all, the high priestess had insisted on returning to the temple before assembling a proper force, and the baron is resentful of her undermining his authority. Such a demonstration will be more effective if the PCs can supplement their group with a contingent of aquatic elves.

However, the sahuagin are aware that the elves can't effectively hold the city, and they are likely to make a more concerted attack once they are certain of their strength. To forestall another war—this one in the sahuagin's favor—the PCs will need to find a way to negotiate a settlement or permanently discourage the sahuagin (perhaps by utterly destroying what's left of the temple).

THE TAMOREAN VAST: GRAVEYARD OF SHIPS

In the middle of the deep oceans lies the Tamorean Vast, a great, empty stretch of water that seems just like any other. But over the years hundreds of ships have disappeared without a trace in these waters. It is said that any ship that enters these waters runs a great risk; many enter a strange fog, never to be seen again. Divinations do not tell what has happened, and those who scry into the area find only calm seawaters—little realizing that it is not what lies upon the water that lies behind this mystery, but rather what lies beneath it.

The Tamorean Vast is an adventure site for characters between 12th and 14th levels.

HISTORY OF THE TAMOREAN VAST

For the last century or so, sailors have whispered of the Tamorean Vast as a place where ships disappear. "A ship

Illus. by F. Hooper

Illus. by C. Appel

Galoril claims another ship

that enters those waters is as good as gone; 'tis only a great miracle that one or two make it through at all," they say. The Tamorean Vast has garnered quite a reputation as a place of terrible mystery and dread. Most captains venture into it only when they absolutely must.

However, because it lies along at least one major trading route, most merchantmen are forced to either skirt the Vast entirely or take the chance of moving through it. Of those, most sail around it. But when a merchant captain has goods to deliver and cannot spare the time, he or she must risk the odds and venture into the misty heart of the Tamorean Vast.

And it is there that Tamoreus waits.

Tamoreus is a powerful storm giant. Cast out of his family for his wickedness, he nearly died when he accidentally ventured into the hunting territory of an ancient dragon turtle called the Queen of Mists, so named for her preference for hunting food on the surface when fog lay heavily on the ocean. Tamoreus ultimately defeated her and claimed her lair for his own, turning his stone-carving talents to reshaping the undersea caverns into a proper castle for one of his kind.

While exploring her lair, Tamoreus found an interesting thing—a batch of unhatched eggs. Though he ate most of them, he saved one that was on the verge of hatching, covering it back over with sand and allowing the young dragon turtle to be born. He raised the youngster for companionship, and named it Galoril, a word in the Giant tongue that means "the glint of the sun," for the gold markings on its green shell that gleamed like the sun reflecting off the surface of the sea.

In the years since, Tamoreus and Galoril have claimed the Queen of Mists' territory for their own. Eventually, their strength drew to them a band of anguillians, fleeing the destruction of their home by aquatic elves. Tamoreus and Galoril slew the pursing elves and spared the anguillians, who begged for sanctuary in return for service. The anguillians have built their homes on the sides of the undersea mountain that rises above the lair of Tamoreus and Galoril.

Now the Tamorean Vast is a place of danger for invaders of all kinds, whether above or below the waves. Anguillian patrols watch its borders and deal with those aquatic threats they are capable of handling. All ship incursions are quickly reported to Tamoreus, who waits either until nighttime or till the ship is shrouded in mists to attack (the anguillians dislike the bright light of the surface).

Though many of the aquatic races of the area know that the place is inhabited by Tamoreus, they don't speak of it often, for it is considered cursed—a superstition dating back to the days when it was haunted by the Queen of Mists, and amply reinforced since. Nonetheless, what little interaction that takes place between surface folk

and the aquatic peoples has given sailors a name for that misty stretch of water that poses such a danger to ships of all stripes: the Tamorean Vast.

INTRODUCING THE TAMOREAN VAST INTO THE CAMPAIGN

The Tamorean Vast is fairly easy to introduce into a campaign. It lies far enough away from normal travel routes that most ship captains don't even think about crossing it. However, it does lie along a trade route to a far-off locale that has the potential to be very prosperous for those who survive the long trip. Most ships that travel to that locale choose to go around this ill-reputed place; the player characters themselves might have traveled along that route before, though they might not know why their ship took a long detour lasting several days (most captains simply figure in the time to circumvent the Vast when working out their sea-routes).

A Journey of Speed and Luck: A merchant captain must deliver a cargo to the locale on the other side of the Tamorean Vast and simply doesn't have the time to sail around it. The characters are either hired on by the captain or assigned by a patron or organization to accompany this bold merchant to help her get through the Vast.

Blown Off Course: The characters could find themselves running afoul of Tamoreus's territorialism when the ship they are sailing in is blown off course. Most ships that skirt the Tamorean Vast cut just along the edge of the Vast proper, and sometimes even unknowingly move slightly into it. A sudden squall could easily force a ship into the depths of the Vast before the captain knows what has truly happened—until the mists settle in around his ship, the sailors begin to wail, and a mighty black shape rises up directly beneath the ship from the storm-tossed waters.

Bounties to Collect: Most folk try to avoid the Tamorean Vast, but a few will rush in where others fear to sail, so as to confront whatever lurks therein. The characters might be contacted by a contingent of aquatic elves who seek champions to aid them in hunting down the remaining anguillians who escaped the destruction of their city a generation ago, or by aventi who are seeking the return of Alvorin, a holy sword lost when the aventi paladin Shalinlir died fighting Tamoreus. They might need some support in staging a raid (and are thus likely to provide the means to venture underwater) or simply need a distraction in the form of a ship to draw out Tamoreus and Galoril.

VISITING THE TAMOREAN VAST

The Tamorean Vast itself is several days' sail across. Most ships are forced to travel two to four days out of their normal path in order to circumnavigate it. The Vast is noteworthy for the mist and fog that often settle there: Most days of the year, it is foggy and overcast, with little view of the sky or horizon. In these conditions, sounds are muffled and strange, and light lays heavily on the fog, causing a strange glow that actually inhibits sight rather than aiding it.

In the center of the Tamorean Vast hides the cause for the region's terrible reputation. Often mist-choked, this stretch of water is indistinguishable from the rest of the ocean around it. But it isn't what's above the waves but what lies beneath that presents the danger.

Rising to approximately 80 feet beneath the surface of the water lurks a seamount that overlooks a deep rift in the ocean floor. On the slopes of this submerged mountain is a small village of stone and deepwater coral, around which many dire eels and other less dangerous creatures swim. This village, called Tamoreus's Watch, is home to a tribe of anguillians. Though they were few when they originally arrived, the anguillians have had a generation to rebuild their numbers and are now thriving in their new home.

But they are not the true power here, for they are simply the servants of the outcast storm giant and his companion, the dragon turtle Galoril. While the anguillians dwell on the mountainside, Tamoreus makes his home within the old lair of the Queen of Mists, a series of caverns beneath the ocean floor. The entrance to this complex is a massive cavern entrance deep in the rift.

Open Water: From the surface to about 80 feet down is open water. Murky light filters down from above (the sunlight usually has a hard time piercing the fog and mist

THE DREAD MISTS OF THE VAST

Though the precise reasons are unknown, the mists of the Tamorean Vast have some peculiar qualities. These qualities are not caused by Tamoreus, though they were one of the reasons the Queen of Mists settled here and a reason why Tamoreus remains.

The area within the mists of the Tamorean Vast has spell resistance 30 against divination (scrying) spells and effects. Simply put, a spellcaster must make a DC 30 caster level check to affect anything within the Vast itself with a divination spell, or to make a divinatory inquiry (such as an *augury*) about anything within it.

Rumor suggests that these mists are the reason why some ships disappear. If sailors' tales are to be believed, ships that disappear in the mists are pulled into another, darker world of terror from which nothing escapes. Of course, most such disappearances are the work of Tamoreus and Galoril, but it is noteworthy that they are not responsible for all the disappearances. When this unnatural fog lies thick and terrible above the waves, Tamoreus and his servants are careful to avoid the surface and its dreadful cloak of fog.

that sits heavily on the sea here). These open waters are home to many large rays, as well as the occasional anguillian patrol.

Undersea Range: The topmost peaks of a range of seamounts rise to about 80 feet from the surface. Though most are little more than hills, the tallest of them (now called "Tamoreus's Watch" by the anguillians) is approximately 300 feet tall. The slopes of this undersea range, like the ocean floor below, are scattered with the shattered remains of many ships.

Ocean Floor and the Rift: The ocean floor proper lies about 380 feet or so from the surface, though the uneven surface of the range that runs across it means it is less in many places (anywhere from 150 to about 400 feet deep). A rift in the ocean floor along the line formed by the mountain range descends for several hundred feet more. The anguillians do not venture into the rift for one simple reason—within lies the entrance to Tamoreus and Galoril's lair, and they are forbidden to enter it, on pain of death.

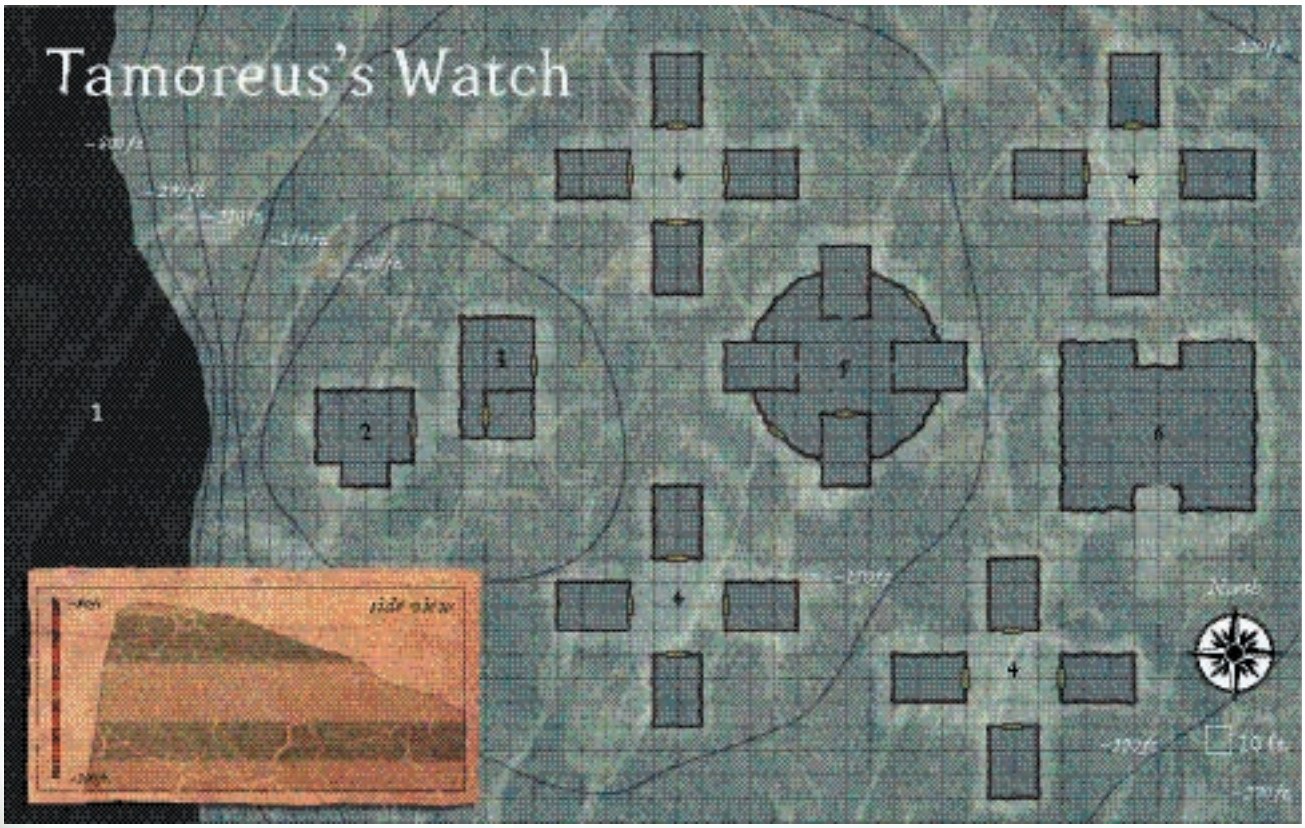
Tamoreus's Watch

The anguillian village freckles the slopes of the seamount, beneath which lies the lair of the storm giant Tamoreus and his dragon turtle companion, Galoril. Some 50 adult and 20 juvenile anguillians dwell in this village crafted of stone and deepwater coral. A powerful chieftain and his champions oversee them, but they rule with the permission of Tamoreus, the true master of this place.

Light: Tamoreus's Watch receives scant light from the sun above. Luckily, the anguillians do not need it, for they are gifted with darkvision. As a result, there are no sources of light in the village whatsoever. Different levels of light reach the area, depending on the depth. See page 11 for information on visibility and sea depths, treating the waters beneath the fog-shrouded Vast as murky (all visibilities reduced by 50%).

This means that characters without low-light vision or darkvision will be able to see only short distances (30 feet or less) at the level of the anguillian village and not at all within the rift, unless they carry light sources (which will make them visible from hundreds of feet away). By contrast, the anguillians will be able to see them perfectly well up to 90 feet away even in the darkest waters, giving them a considerable advantage. When combat occurs in or near the Watch, remember that it will be difficult for the PCs to keep track of where their enemies are or what they are doing, while their opponents will experience no such difficulty.

Walls: The walls of the buildings that make up the anguillian community are crafted of stone, over which colonies of deepwater coral have grown. Though some areas are stronger than others, in general the walls have hardness 8, 90 hit points, and a break DC of 35.



1. The Tamorean Rift

The Tamorean Rift is a massive cleft in the ocean floor. Beginning some 300 feet beneath the surface, it is nearly entirely lightless and bone-chillingly cold (see the hypothermia rules on page 11). Many dire eels and black, silent rays swim into and out of it, feeding on the multitude of dark-dwelling fish that live in its depths. On rare occasions when the sun shines brightly in the sky over the water, enough light filters down through the murk to allow a glimpse of a massive form, swimming slowly through the dark water in the depths of the rift. The anguillians know this to be Galoril, doing some hunting for himself, though they have had occasion to wonder if something else doesn't perhaps dwell in the cold expanses of the rift bottom far below.

2. Treasury House

This curiously shaped lodge is solidly built, constructed of stone and entirely covered in coral, save for the single door in the northern end. Four sentries guard the treasury house at all times. These sentries also have command of a pair of dire eels, trained to guard the building from interlopers (all nonanguillians).

Though this building is called the treasury house, it contains little in the way of coin or valuables. Instead, it houses the spoils of war, looted cargo from ships that sink in the Vast. Most true valuables go to Tamoreus, but more mundane items wind up here before being distributed among the anguillians.

While plunder only occupies this place periodically, the building more or less permanently serves as an armory, where the weapons maintained by the chieftain's household and army are kept until needed. Because they are of little use to Tamoreus, weapons and armor found aboard the ships tend to be given to the anguillians as their share of the loot.

The treasury house currently holds the following goods:

- 30 spears
- 5 masterwork spears
- 20 heavy crossbows
- 10 light crossbows
- 5 aquatic crossbows
- 50 cases of crossbow bolts, with 20 bolts per case
- 10 longspears
- 7 medium steel shields
- 8 steel bucklers

Anguillians (4): hp 16, 12, 14, 7; see page 136.

Dire Eels (2): hp 35, 34; see page 148.

3. Chieftain's Lodge

This lodge serves as the chieftain's dwelling. He does not hold court here, nor are any of the community's anguillians permitted to visit, save by invitation. The chieftain's champions live here as well, acting as his companions and bodyguards at all hours. The lodge has only two rooms—a large communal room where the chieftain spends most of his days (and where his champions sleep) and the smaller dwelling-room where the chieftain sleeps and keeps his valuables.

Tucked away in the chieftain's quarters is a collection of small bits of jewelry and loose stones (worth a total of 510 gp), kept in a small coffer.

Vashkal, Anguillian Chieftain: hp 109 (see below).

Anguillian Champions (4): hp 66, 75, 68, 60 (see below).

Vashkal, Chieftain of Tamoreus's Watch

Part of the first generation born to the anguillian refugees who were taken in by Tamoreus and Galoril, Vashkal has quickly risen to become a leader among his tribe. None dare to oppose him in battle, and he gives even Tamoreus some pause. The storm giant has held to his side of his bargain of vassaldom, giving the anguillians a good portion of the mundane cargo and the occasional magic item taken from ships that met their fate while passing through the terrible Tamorean Vast.

VASHKAL **CR 10**

Male anguillian ranger 8
LE Medium aberration (aquatic)
Init +7; **Senses** darkvision 90 ft., Listen +9, Spot +15
Aura moderate evil
Languages Aquan, Sahuagin

AC 25, touch 12, flat-footed 23
hp 109 (11 HD)
Fort +12, **Ref** +10, **Will** +6
Weaknesses light blindness, vulnerability to fire

Speed 20 ft. (4 squares), swim 40 ft.; woodland stride; take –10 penalty to Survival to track at double speed
Melee 2 pincers +15 (1d4+5) and bite +14 (1d4+2); or
Melee *+1 acidic burst spear* +16/+11 (1d8+4 plus 1d6 acid) and bite +14 (1d4+2) or
Ranged *+2 aquatic crossbow* +15 (1d8+2)
Base Atk +10; **Grp** +15
Atk Options Swim-By Attack, attach, favored enemy elves +4, favored enemy humans +2
Special Actions blood drain (1d4 Con every round attached)
Combat Gear *elemental gem (water)*
Ranger Spells Prepared (CL 4th):
1st—*quickswim*, summon nature's ally I.*
*New spell described on page 120.

Abilities Str 20, Dex 16, Con 20, Int 12, Wis 12, Cha 6
SQ animal companion, landwalking (6 hours), link with companion, speak with eels, wild empathy +7 (+3 magical beasts)
Feats Endurance, Improved Initiative, Multiattack, Swim-By Attack*, Track, Weapon Focus (bite)
*New feat described on page 94.

Skills Handle Animal +6, Hide +19 (+23 in coral, rock, or heavy kelp), Listen +9, Move Silently +15, Search +5, Spot +15, Survival +13, Swim +19
Possessions combat gear plus *+2 chain shirt of buoyancy, +1 acidic burst spear, +2 aquatic crossbow,* 10 bolts

Attach (Ex) If Vashkal hits with his bite attack, he uses his powerful jaws to latch onto the opponent's body and automatically deals bite damage each round he remains attached. When attached, he loses his Dexterity bonus to AC and has an AC of 22. An attached anguillian can be struck with a weapon or grappled itself. To remove an attached anguillian through grappling, the opponent must achieve a pin against the anguillian.

Hook Cautious before battle, vicious in combat; always looks for an advantage. ("New prey? Most excellent.")

Squid Animal Companion — CR —

N Medium animal
Init +4; **Senses** low-light vision, Listen +8, Spot +8

AC 19, touch 14, flat-footed 15
hp 27 (5 HD)
Resist evasion
Fort +4, **Ref** +8, **Will** +2

Speed swim 60 ft. (12 squares)
Melee 4 arms +5 (0) and
bite +0 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +9
Atk Options improved grab
Special Actions ink cloud, jet

Abilities Str 15, Dex 18, Con 11, Int 1, Wis 12, Cha 2
SQ 2 bonus tricks
Feats Alertness, Endurance
Skills Listen +8, Spot +8, Swim +10

Improved Grab (Ex) To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.
Ink Cloud (Ex) Once per minute, a squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long as a free action. The cloud provides total concealment, which the creature normally uses to escape a losing fight. All vision within the cloud is obscured.
Jet (Ex): A squid can jet backward once per round as a full-round action, moving in a straight line at a speed of 240 feet. This does not provoke attacks of opportunity.

Anguillian Champion — CR 6

Male anguillian ranger 4
LE Medium aberration (aquatic)
Init +7; **Senses** darkvision 90 ft., Listen +9, Spot +15
Languages Aquan, Sahuagin

AC 19, touch 12, flat-footed 17
hp 66, 75, 68, 60 (7 HD)
Fort +10, **Ref** +8, **Will** +5
Weaknesses light blindness, vulnerability to fire

Speed 20 ft. (4 squares), swim 40 ft.; take –10 penalty to Survival to track at double speed
Melee pincers +15/+10 (1d4+5) and
bite +14 (1d4+2) or
Melee *+1 acidic burst spear* +16/+11 (1d8+4 plus 1d6 acid) and
bite +14 (1d4+2) or
Melee tail slap +15/+10 (1d8+5) and
bite +14 (1d4+2) or
Ranged *+2 aquatic crossbow* +15 (1d8+2)
Base Atk +6; **Grp** +10
Atk Options attach, favored enemy elves +2
Special Actions blood drain (1d4 Con every round attached)
Combat Gear *elemental gem (water)*
Ranger Spells Prepared (CL 2nd):
1st—*quickswim**
*New spell described on page 120

Abilities Str 19, Dex 16, Con 20, Int 12, Wis 12, Cha 6
SQ animal companion, landwalking (6 hours), link with companion, speak with eels, wild empathy +2 (–2 magical beasts)
Feats Endurance, Improved Initiative, Multiattack, Track, Weapon Focus (bite)
Skills Handle Animal +2, Hide +11 (+15 in coral, rock, or heavy kelp), Listen +9, Move Silently +7, Spot +15, Survival +9, Swim +18
Possessions *+1 acidic burst spear, +2 aquatic crossbow,* masterwork studded leather armor, belt pouch with 2d4 gp

Attach (Ex) If one of these anguillian champions hits with his bite attack, he uses his powerful jaws to latch onto the opponent's body and automatically deals bite damage each round he remains attached. When attached, he loses his Dexterity bonus to AC and has an AC of 16. An attached anguillian can be struck with a weapon or grappled itself. To remove an attached anguillian through grappling, the opponent must achieve a pin against the anguillian.

Hook Tough, unafraid, obedient ("We obey, O Vashkal!")

Squid Animal Companion — CR —

N Medium animal
Init +3; **Senses** low-light vision, Listen +7, Spot +7

AC 16, touch 13, flat-footed 13
hp 13 (3 HD)
Fort +3, **Ref** +6, **Will** +2

Speed swim 60 ft. (12 squares)
Melee 4 arms +4 (0) and
bite –1 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +8

Atk Options improved grab
Special Actions ink cloud, jet

Abilities Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
SQ 1 bonus trick
Feats Alertness, Endurance
Skills Listen +7, Spot +7, Swim +10

Improved Grab (Ex) To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

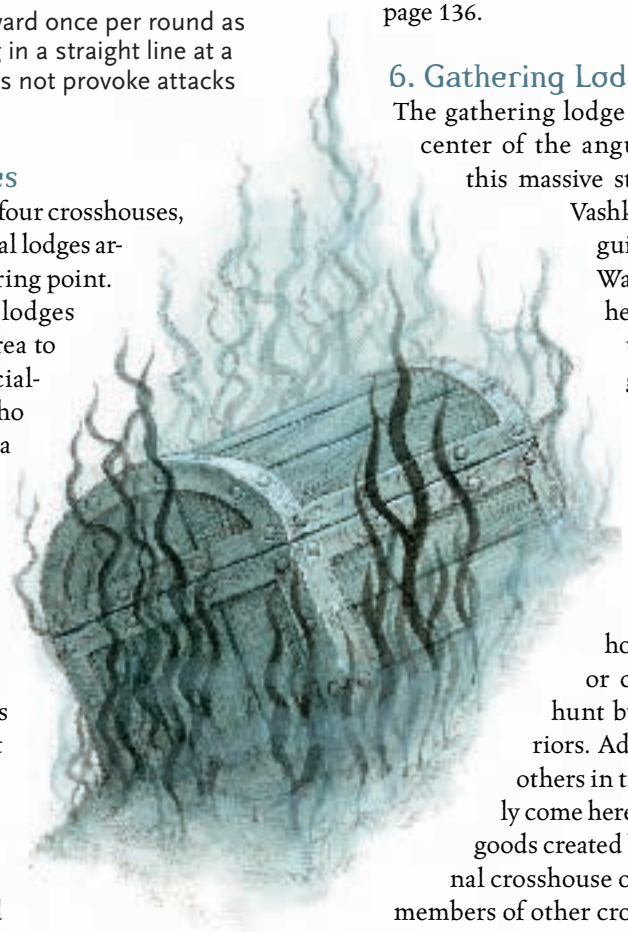
Ink Cloud (Ex) Once per minute, a squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long as a free action. The cloud provides total concealment, which the creature normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, moving in a straight line at a speed of 240 feet. This does not provoke attacks of opportunity.

4. Communal Crosshouses

Most of the anguillians live in four crosshouses, each a set of four stone-and-coral lodges arranged around a central gathering point. The denizens of these four lodges often gather in this central area to share in the workload or socialize. Many of the anguillians who dwell in a single lodge share a similar craft or duty in the community, whether creating new goods or cleaning armor and weaponry.

Each lodge has space for up to four anguillians, allowing both sufficient individual sleeping space as well as a small communal area. Most anguillians live in same-gender housing, though occasionally a anguillian male will take up with a female that he fancies, at least until the female (and her cohorts, likely) drive him away once she becomes gravid with eggs.



5. Nursery

The nursery is built similarly to the communal crosshouses, save that a large dome encloses the whole structure. This gives the young of the community a protected area in which to play and grow. At any given time six or so adults busy themselves here: two tending the egg lodge, one tending the newborns and infants, one tending the youngsters, and another two tending the adolescents. These attendants rarely show affection to their charges—they are there primarily to defend them from predators, a designation which includes the older spawn. Fighting within an age group is permitted; indeed, such culling is seen as strengthening the tribe as a whole.

Infant and young anguillians are unlikely to fight, as their natural instincts impel them to flee when faced with a larger predator or other aggressor. Adolescent anguillians are also likely to try and flee, hoping to escape to fetch the rest of the tribe, though they lash out with anguillian natural attacks if cornered.

Anguillians (6): hp 15, 17, 16, 14, 13, 14; see page 136.
Infant Anguillians (10): 1/4 HD; hp 1 or 2 each.
Young Anguillians (6): 1/2 HD; hp 2 to 4 each.
Adolescent Anguillians (4): 1 HD; hp 4, 8, 9, 5; see page 136.

6. Gathering Lodge

The gathering lodge of Tamoreus's Watch is the center of the anguillian community. It is in this massive stone-and-coral building that Vashkal, the mighty four-armed anguillian chieftain of Tamoreus's Watch, holds his court. Feasts are held here at least once a week, usually veritable orgies of gorging upon meat and other fare provided by Tamoreus as evidence of his good will toward the anguillians.

The gathering lodge hosts large civic gatherings of all kinds, whether acknowledgements of adulthood for adolescent anguillians or celebrations of a successful hunt by the chieftain and his warriors. Adults who wish to trade with others in their small community usually come here on one day a month, bearing goods created by members of their communal crosshouse or salvaged for trade with the members of other crosshouses.

For the most part, the gathering lodge remains empty when community-wide events are not taking place and is unlikely to see visitors during the normal course of the day.

THE LAIR OF TAMOREUS AND GALORIL

Far down below the level of the ocean floor, some 500 feet beneath the waves, a cavernous opening in the wall of the Rift leads to a large complex hewn out of the rock by an

Illus. by W. England

old storm giant. Anyone descending still further to the Rift floor (an additional 200 feet down) finds it littered with piles of cast-aside stone rubble, a legacy of Tamoreus's decades-long projects. Before he was cast out of his old tribe, Tamoreus was a renowned stone-carver and planner of storm giant castles, a master at working mountains of stone into fortified glories that were the pride of the storm giants. Unfortunately, the pride he took in his work wasn't sufficient to overcome his wicked predilections, and he was cast out.

For years, Tamoreus mourned the loss of his family. Eventually his age, solitude, and evil nature addled his wits and convinced him that he would recover tribal status one day—or, better, found a new tribe of storm giants dedicated to proving their strength and becoming the masters of the ocean that they were meant to be.

This conviction allowed him to reignite his old interests. Shortly thereafter he began carving out the first tower-chamber of his Palace of Tamoreus. If he could not use his talents to the benefit of his old tribe, he would create a new tribe to benefit from them, and no tribe would ever come into being with such a grand citadel as his.

He has worked for nearly a century, and the citadel still isn't finished, for all the work is done by his own two hands. He works feverishly, striking aside huge chunks of stone with the application of hammer, chisel, and his own giantish strength. He has divided the citadel into towers, each one consisting of a large central chamber connected by tunnels along the lower levels that will one day ascend into the core of Tamoreus's Watch, rising for multiple levels with rooms and chambers on each floor. He intends each tower to serve a specific purpose and is designing them with that purpose in mind.

Returning from an extended journey to find anguillians hiding in his outer tunnels, Tamoreus decided to allow other creatures to lair here while the citadel is under construction. Accordingly, he has made some alliances with other sea creatures and flat-out captured and imprisoned others to act as guardians for his rooms. Once the chambers are completed and habitable, he intends to get rid of their temporary inhabitants to make room for a full tribe of storm giants, but until that time many of them serve as lairs. He makes sure to keep the various creatures fed and cared for—in many instances, these creatures eat better than they would even in the wild, so most of them are perfectly happy to stay. Those creatures that are intelligent have been offered a place once he has founded his tribe. The more intelligent creatures have realized that Tamoreus is frankly obsessed with building and that his mighty tribe of evil storm giants is mere fantasy, but they are content to be allied with so powerful a pair of creatures as Tamoreus and (the much more realistic and reasonable) Galoril.

Everything in Tamoreus's palace is sized for storm giants. The corridors are generally 20 feet wide and 30 feet high, which allows easy access for creatures of Tamoreus and Galoril's size.

Light: The first two areas of this lair (areas 1 and 2) are pitch-black, the better to avoid outside attention. Galoril has both darkvision and the scent ability; Tamoreus either operates by feel when passing through these well-known chambers or carries an underwater lantern (that is, an empty lantern with *continual flame* cast into its airtight glass chamber). Since Tamoreus has low-light vision, the lighting within the palace itself is very dim; he cultivates patches of luminous fungi that shed just enough illumination to allow vision up to 30 feet (granting him a vision range of 60 feet).

Hypothermia: The water in the Rift and lair is cold enough that prolonged exposure to it can cause hypothermia (1d6 points of nonlethal damage every 10 minutes; see page 11). Tamoreus and Galoril are immune to this effect.

Terrain: The terrain within Galoril's lair (areas 1 & 2) is standard marine cavern (see page 9). Within the palace proper, it is marine dungeon terrain (see page 21).

Walls: The walls of both Galoril's lair and Tamoreus's palace are crafted of the very strong volcanic rock that forms the mountain range beneath the Tamorean Vast. This dark gray stone has hardness 8, 540 hit points, and a break DC of 65 per 10-foot-by-10-foot section.

1. Entry Cavern

Once the brooding place of the mighty dragon turtle known as the Queen of Mists, this cavern is used by Galoril as a watchroom and antechamber for his lair. It provides ample warning when interlopers might be coming, as well as granting the massive dragon turtle an excellent place to scent out the nuances of passing creatures in the waters without actually being seen, allowing him to suddenly dart out and snatch at passing sharks, squid, and other deep-sea creatures. Galoril can often be found here, gnawing at some creature captured on such a hunt. He prefers to eat here rather than in his lair proper.

A number of smaller cavern systems branch off from this major cavern. They are much too small for Galoril or Tamoreus to enter, and the anguillians never tarry here should any of them manage to sneak down here. The southern branch of fissures is completely empty, though there are signs that it might have once housed some creature or another, from the bones resting partially hidden in the silt-covered cavern floor. The northern branches are the lair of a small nest of water nagas who were originally allies of the Queen of Mists (see areas 1A and 1B).

The Lair of Tamoreus
8A
8C
8D
6C
6D
11
8B
8
8E
6B
6E
6
6A
6F
9A
7
9B
5
9
4E
10C
9C
4D
10
10A
4
3
2
2A
10B
4C
4B
4A
1
1A
1B
North
10 ft.

1A. Water Naga Nest (EL 10)

This cavern is the home to a brood of water nagas, all offspring of old Ugrushaa (see area 1B). The three naga here—Ikashli, Darathini, and Akore—are very loyal to their mother.

The naga have thus far managed to escape the notice of Tamoreus (Galoril knows of their presence but generally ignores them as beneath his notice). Their primary exit is a series of narrow shafts that rise up from these caverns, with outlets a good distance away from Tamoreus's Watch. The naga are very skilled at remaining unseen, utilizing *invisibility* and the like to escape the notice of anguillian patrols. They also make a point of casting *quickswim* on themselves when they are likely to be near other creatures, allowing them extraordinary speeds in the water.

Because their mother has such antipathy for Tamoreus, her three daughters take great delight in foiling his machinations when they can, using their *message* spells to warn those they see in danger. Often they aren't able to save a vessel in time, but sometimes the sisters work to save certain members of the crew (including perhaps a distressed PC) in order to irk the old storm giant, rescuing them through the clever application of *water breathing* and *invisibility* spells.

Ikashli, Water Naga: hp 66; see page 193 of the *Monster Manual*.

Darathini, Water Naga: hp 61.

Akore, Water Naga: hp 71.

Naga Spells: Ugrushaa's brood cast spells as 7th-level sorcerers but never use fire spells.

3rd (4/day)—*lightning bolt* (DC 15), *water breathing* (DC 15)

2nd (7/day)—*invisibility* (DC 14), *pressure sphere** (DC 14), *resist energy* (DC 14)

1st (7/day)—*identify*, *mage armor* (DC 13), *magic missile*, *quickswim**, *ray of enfeeblement* (DC 13)

0 (6/day)—*acid splash* (+6 ranged touch), *detect magic*, *disrupt undead* (+6 ranged touch), *light*, *message*, *open/close* (DC 12), *read magic*

*New spell described in Chapter 6.

Treasure: The three naga don't hesitate to search the hulks of sunken ships themselves, finding useful things that the more impatient anguillians miss. In particular, their use of *detect magic* has proven quite useful at locating magic items that then become part of the naga hoard. In addition, the three naga have managed to collect some 100 pp, 800 gp, and 2,000 sp, left scattered along the bottom of a small sinkhole in the floor.

The naga sisters have hidden a number of gemstones in nooks and crannies around their cavern: a moonstone (worth 50 gp), a piece of obsidian (6 gp), a white pearl wrapped in now-decaying silk (120 gp for the pearl), a small leather pouch with a piece of amber (worth 90 gp), a piece of tourmaline (70 gp), and a silver pearl (worth 160 gp), which the three sisters love to gaze at for hours.

The three naga sisters have also collected a number of magic items, which they will not hesitate to use against interlopers or give to those whom they feel stand a chance of slaying (or even seriously annoying) Tamoreus. These items are an arcane spell scroll (with *fox's cunning*, *protection from arrows*, and *magic missile*) and a divine spell scroll (with *cure moderate wounds*, *augury*, and *summon nature's ally II*), both written upon eelskin and more than capable of surviving and being used underwater. They also lay claim to a *ring of the ram* (39 charges), which none of them can use (lacking fingers as they do) and a *wand of detect magic* (21 charges).

1B. Ugrushaa's Nest (EL 10)

Ugrushaa, a massive water naga, dwells within this side-cavern. She has grown over the years and is now too large to take advantage of the smaller tunnels and chimneys that allow her brood to come and go as they please. She remembers the Queen of Mists fondly and despises Tamoreus. She has taken to using her *message* spell to whisper to Galoril, telling him of his mother's deeds and glory, and how she was slain.

Ugrushaa knows that she plays a dangerous game, but her brood are well trained on how to defend themselves. They also know that, should they be discovered, they might be required to abandon their home—and their beloved mother—at any moment, particularly if the storm giant discovers Ugrushaa's meddlesome whispering.

The treasures that litter the floor of Ugrushaa's nest were brought to her by her brood as gifts from their missions. The nest contains approximately 1000 gp in coins, as well as a *staff of swarming insects* (41 charges), which she will use if pressed.

UGRUSHAA **CR 10**

Female advanced water naga
NE Huge aberration (aquatic)
Init +4; **Senses** darkvision 60 ft., Listen +9, Spot +9
Languages Aquan, Common

AC 16, touch 8, flat-footed 16
hp 143 (14 HD)
Fort +10, **Ref** +6, **Will** +12

Speed 30 ft. (6 squares), swim 50 ft.
Melee bite +15 (3d6+10 plus poison)
Space 15 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +20
Atk Options poison (injury, Fort DC 23, 1d8 Con/1d8 Con)
Sorcerer Spells Known (CL 7th):
3rd (4/day)—*lightning bolt* (DC15), *water breathing*
2nd (7/day)—*invisibility*, *pressure sphere** (DC 14), *resist energy*

1st (7/day)—*identify, mage armor, magic missile, quickswim*, ray of enfeeblement* (DC 13, +15 ranged touch)
0 (6/day)—*acid splash* (+15 ranged touch), *detect magic, disrupt undead* (+15 ranged touch), *light, message, open/close, read magic*
*New spell described in Chapter 6.

Abilities Str 24, Dex 11, Con 22, Int 10, Wis 17, Cha 15
Feats Alertness, Combat Casting, Eschew Materials[B], Extend Spell, Improved Initiative, Lightning Reflexes
Skills Concentration +14 (casting defensively +18), Listen +9, Spellcraft +8, Spot +9, Swim +13

Hook Sly, patient, opportunistic ("So, bold adventurers, would you like to slay an evil giant?")

2. Galoril's Lair

This large cavern is where Galoril was born; like his mother, he uses it as his primary sleeping place. Galoril can be found sleeping anywhere within this cavern, which possesses a number of large alcoves that can hold even a dragon turtle easily.

Of late, Galoril has begun to hear whisperings while he sleeps, hissing murmurs that tell him of the glory of a dragon turtle called the Queen of Mists—his mother. The only time he broached the subject with Tamoreus, the storm giant became very suspicious and quiet, demanding to know where he'd heard that name and refusing to speak of it.

Originally, Galoril believed that the dreams were coming to him in his sleep, until the time he only pretended to sleep yet still heard it clearly. He now listens for the whispers nightly. He distrusts the voice, for it speaks of his boon companion Tamoreus as the murderer of Galoril's mother, but Tamoreus's reaction to his questions have caused him some consternation. He is very curious to find out the source of the whisperings.

Galoril is disposed to eat relatively small, tasty-looking intruders, but he can be persuaded to refrain from attacking by diplomatically gifted characters who claim to seek Tamoreus's protection or offer him tribute.

GALORIL **CR 11**
Fiendish dragon turtle
NE Huge dragon (aquatic, extraplanar)
Init +1; **Senses** darkvision 60 ft., scent, Listen +15, Spot +15
Languages Aquan, Common, Draconic

AC 27, touch 9, flat-footed 26
hp 162 (12 HD); **DR** 10/magic
Immune fire, paralysis, sleep
Resist cold 10, fire 10
Fort +15, **Ref** +9, **Will** +8

Speed 20 ft. (4 squares), swim 40 ft.
Melee bite +20 (4d6+10) and 2 claws +15 (2d8+4)
Space 15 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +30
Atk Options Snatch (Small creatures or smaller), smite good 1/day (+2 attack, +12 damage)
Special Actions breath weapon, capsize

Abilities Str 31, Dex 12, Con 25, Int 12, Wis 11, Cha 14
Feats Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Skills Diplomacy +4, Hide +8 (submerged +15), Intimidate +17, Listen +15, Search +16, Sense Motive +15, Spot +15, Survival +15 (follow tracks +17), Swim +23

Breath Weapon (Su) cloud of steam 20 feet by 25 feet by 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 23 half)

Hook Cheerful, greedy, more clever than he first appears ("A meal presents itself! What luck!")

2A. Galoril's Trove (EL 6)

This cavern was once used by the Queen of Mists as a nesting place (and is in fact where Tamoreus found her eggs, including Galoril's). Galoril now uses the area as a storage point for his treasure. Galoril has placed three large monstrous crabs here as defenders for his treasure. The crabs are given plenty of food and consider the place a nearly perfect lair. Though they fear the massive dragon turtle greatly, they quickly attack anything else that enters the cavern, taking such interlopers for either competition or food.

Large Monstrous Crab (3): hp 36 each; see page 142.

Treasure: There is a single large chest and two smaller amphora kept upright in a bed of silt here. The chest contains some 3,500 cp and 400 sp, as well as a *wand of keen edge* (38 charges) buried under all the coins. The first amphora contains 1,025 gp, while the second contains 500 gp and 50 pp.

3. Gatehouse

A pair of mighty stone doors stand open at both ends of this gatehouse, allowing Galoril easy access to the interior of the palace. Tamoreus intends this to be the first redoubt against the enemies his tribe will inevitably create, but for the nonce there is little real need for that kind of defense. Should these doors be sealed, they have the following statistics.

Giant Stone Doors: hardness 8, 120 hit points, break DC 28, Open Lock DC 20.

4. Guests' Tower (EL 6)

This tower, one of the first areas finished, is designed to house guests to Tamoreus's palace. Tamoreus developed and ultimately perfected his technique for working in the stone of the subaquatic seamounts here. As a result, the workmanship isn't as good as in other areas; a stoneworker or dwarf can easily see the progression of familiarity in the work. The entry archway to each of the subchambers

is set with stone hinges to support double doors, though no doors have yet been installed.

This and all the other areas of the palace are referred to as "towers" because that's what they will be, in time. This is simply the first level of a tower that Tamoreus intends to see reach many stories upward, with identically placed rooms on each level. For now, though, the room has a 30 foot ceiling, with most of the finely carved stonework trickling off into rough chisel marks toward the ceiling.

Tamoreus has placed a pair of guardians within this room: two hammerclaws. These creatures scuttle in and among the light dusting of silt and rubble found here, usually lurking in dark corners tucked back among the chambers. They are quick to investigate any movement or sound from this area, though they recognize the light that Tamoreus uses when he walks through here and so tend to avoid similar lights (though they will scuttle to the edges of the light to investigate).

Hammerclaws (2): hp 43, 50; see page 152.

4A: Obviously intended to one day function as a spacious bedroom for guests, this chamber is where the hammerclaws prefer to drag the remains of their prey. The moldered and putrid debris includes the remains of not just sea animals but a number of sentient creatures, most notably anguillians.

Treasure: Scattered through the chamber are a small rusted chainmail pouch containing 200 gp and 200 sp, a waterproof leather scrollcase containing a scroll inscribed with *cure moderate wounds*, a small rotted leather pouch holding 50 gp and 100 sp, scattered coins (totaling another 1,200 sp), and a *potion of remove paralysis*—all possessions of those unfortunates turned into fodder for the hammerclaws.

4B–4E: Similar in design to chamber 4A, these chambers remain cleaner and less cluttered than chamber 4A.

5. Antechamber

Intended to one day act as a transition point between the outer defenses of the palace and its deep interior, this antechamber boasts the beginnings of defensive structures. A set of heavy stone hinges at the opening to the room is meant to support a heavy gate, while grooves in the floor will enable a massive barrier to be slid smoothly into place. None of them, however, are actually functional.

6. Gaol Tower (EL 8)

This tower will one day be the center of Tamoreus's dungeons, where hostages and prisoners of all kinds can be kept securely. The ceiling is currently just high enough for a storm giant to stand comfortably (about 24 feet), and he has already begun working on a passageway above that will eventually open into another level of cells. Surrounding the tower proper are the low rooms that will serve as prison cells. Though they are high enough to allow a human to stand comfortably, they are quite cramped for giants, barely sufficient for them to move around in.

Currently these cells have no doors and the stonework has not yet received its final polish. The area is home to a giant octopus, placed here by Tamoreus to discourage anything else from snooping around; he has taught it the error of leaving the gaol tower. Though by nature a shy creature, this octopus has been tormented by the old giant so often that it now attacks anything it encounters. Tamoreus occasionally feeds it creatures he has captured, although it mostly survives on fish that wander into the lair.

Giant Octopus: hp 53; see page 276 of the *Monster Manual*.

Also in this chamber is a secret passage, along the northwestern wall. It can be found on a DC 21 Search check. Once found, it is easily opened and leads back to the escape room (area 11).

6A–6B, 6E–6F: These chambers feature a low bench carved out of the wall all the way around the room, save for the entry archway. Brackets set into the wall will one day hold manacles. Other than that, these chambers are empty.

6C–6D: These cells aren't completed yet, Tamoreus having been distracted by some other project while he was in the middle of working on these. As a result, the walls here are rougher and these chambers thick with silt and rubble.

7. Throne Room

Old Tamoreus envisions himself some day seated upon a throne of pearl, marble, and silver, attended by one of the most powerful tribes of storm giants the world has ever seen. For now, though, he satisfies himself with building an appropriate chamber to house this as-yet-nonexistent throne. Though not an artist, he has cleared the back wall to serve as an eventual canvas for murals and friezes that will illustrate the glory of Tamoreus and his mighty tribe. The throne room is one of the few chambers in the palace that has a set of doors in place.

In the southwest corner of the room is a secret door that leads to the escape room (area 11), in case of overwhelming attack. It can be found with a DC 21 Search check; once found it is easily operated.

Giant Stone Doors: hardness 8, 120 hit points, break DC 28, Open Lock DC 20.

8. Royal Tower (EL 14)

The royal tower will, in Tamoreus's plans, one day house the family from which will grow the Tamorean Dynasty

Tamoreus in his throne room

of storm giant kings. For the moment, it is occupied only by old Tamoreus himself. The most finished area of the palace, the royal tower possesses working doors crafted of heavy stone bound in brass. The tower room itself is intended to one day extend upward to provide additional living space for a growing royal family, the royal offices, and the servants thereof. For now, however, it remains a single level.

Giant Stone Doors: hardness 8, 120 hit points, break DC 28, Open Lock DC 20.

Tamoreus himself is usually encountered in the main chamber of the Royal Tower. He keeps a pair of dire eels as his personal pets and delights in feeding them with anything he can catch.

Tamoreus, CE Storm Giant: hp 200; see page 125 of the *Monster Manual*.

Dire Eels (2): hp 42 each; see page 148.

Tactics: Old Tamoreus believes himself to be a nigh-invulnerable deity of the sea, a storm giant of tremendous power and majestic destiny. Accordingly, he can be beguiled (for a short time, anyway) by clever words. Displays of impertinence or a lack of suitable respect send him into a towering rage.

Tamoreus is inclined to show off in battle and leads with his *chain lightning* spell-like ability in order to display his power. If confronted by a dangerous foe, he uses his Improved Sunder feat to destroy the primary weapon of his adversary. Due to his innate *freedom of movement* ability, Tamoreus can attack with his greatsword without penalty. If pressed hard and forced to retreat, he tries to fight his way into 8A, then uses the secret door there to make his escape.

8A: Tamoreus's sleeping chamber is furnished with a deep stone bed carved out of the very floor itself, with a set of storm-giant-sized steps that lead up to it along the north wall. The surface of the bed platform has layers of furs that had been treated with waterproofing before Tamoreus claimed them as his own and put them to use here. Although worn and essentially worthless, they have not deteriorated from constant immersion in seawater.

A DC 20 Search check of the area around the bed reveals a small alcove tucked under it, where a large stone coffer hides Tamoreus's favorite items. In addition to other (equally worn) furs and bolts of cloth, it contains a piece of azurite (60 gp in value), a *wand of shocking grasp* (43 charges), a *wand of levitate* (49 charges), and a *potion of heal*. Though he can't really use the wands, Tamoreus keeps the potion here on the off-chance he needs emergency healing. The coffer also holds two pouches with 350 gp carefully counted out into each, within easy reach should Tamoreus need to leave suddenly.

In the southern corner of the room, a secret door leads to the escape room (area 11), in case of overwhelming attack. It can be found with a DC 21 Search check; once found it is easily opened.

8B: Old Tamoreus likes to refer to this chamber as his den, though it bears no furniture or anything that makes relaxing possible herein. Currently it is an utterly empty room that serves only as a passage between Tamoreus's sleeping chambers and the main part of the royal tower proper.

8C: This room, which is to one day serve as Tamoreus's audience chamber for informal socializing, is incomplete, bearing little finishing work on the walls and no doors. Tamoreus isn't even finished carving out the shape of the room from the surrounding rock. Roughing out this room is his current project, and his massive stoneworking tools (sized for a Huge creature) can be found here.

8D: This is Tamoreus's treasury. One of the first rooms finished in this tower, even before his bedchambers, the treasury is in active use. It holds many of the goods taken from the ships he has sunk, as well as the tribute that the anguillians pay him every season. The doors of this room are solid and the locks finely made.

Giant Stone Doors: hardness 8, 120 hit points, break DC 28, Open Lock DC 25.

Treasure: This room contains three chests and a makeshift rack for armor and weapons, from which hang a *+1 guisarme* and a *+1 heavy steel shield*. Though the items are too small for Tamoreus to use, he doesn't intend to just give them over to the anguillians, keeping them around for potential trade (or as a reward to the anguillians, should

Illus. by E. Polak

the right occasion present itself). In the first chest, the smallest of the three, are 800 gp and a *ring of climbing*. The other chests contain 1,500 gp and 2,000 gp, respectively, all stacked in neat rows. These coins are from a variety of surface nations.

8E: Intended to one day act as the chambers of the palace's majordomo, this empty chamber currently serves merely as a passage between the main tower proper and the treasury.

9. Clan Tower

At some point in the future, this tower will be used to provide homes for major vassals within the tribe that Tamoreus intends to create. Each level of this tower will have access to three very large chambers, with the central tower room intended for communal uses, including meals. The rooms of this tower are very roughly finished, but deliberately so—Tamoreus intends to allow those who make up his tribe to choose how their surroundings will be decorated, so he has left the walls mostly unadorned.

10. Clan Tower

Like the other clan tower (area 9), this area is intended to one day serve as daily living quarters for Tamoreus's tribe. It lies only partially completed, with the rubble of construction strewn hither and yon. The quarters that branch off the clan tower are not yet completely shaped, and Tamoreus hasn't bothered to find any defenders for this area.

11. Escape Chimney

Constructed almost as an afterthought, this chamber connects the gaol tower (area 6), Tamoreus's bedchambers (room 8A), and his throne room (room 7). In the roof of this chamber is a natural opening in the stone large enough to allow a creature of up to Huge size to easily swim upwards through a tunnel in the rock. The tunnel eventually opens up in the side of one of the seamounts that make up the Tamorean Vast range, about half a mile away from Tamoreus's Watch proper (a 10-minute swim for a creature with a swim speed of 30 feet). The opening is not particularly difficult to find for anyone making a dedicated search of the area (Search DC 20), but there is nothing on the outside to distinguish it from dozens of similar pits, fissures, cavities, and rents in the rock scattered throughout the region.

Though Tamoreus is convinced this exit is quite secret, the water nagas know of the location of this tunnel. In fact, it is the core of the network of tunnels they themselves use to get around, though most of the tunnels used by the naga sisters are too small for Tamoreus.

APPENDIX: ENCOUNTER TABLES

The encounter tables provided here are divided into marine encounters (encounters in seas or oceans) and river and lake encounters (encounters in freshwater, including marshes or swamps). The encounter tables for subterranean waters are divided into Upperdark, Middledark, and Lowerdark encounters, depending on whether the creatures in question are commonly found close to the surface or deeper below the earth.

Monsters from two supplements have been included in these tables. A superscript notation after each monster indicates the source: MM2 for *Monster Manual II*, FF for *Fiend Folio*. (If you don't have one of these books, roll again if necessary.) An asterisk designates a new monster described in Chapter 7 of this book.

Land Encounter: If you get this result on a lakes and rivers table, roll a random encounter based on nearby land terrain.

Dungeon Encounter: If you get this result on a subterranean waters table (see below), roll a random encounter based on the dungeon level or the underground terrain.

SUBTERRANEAN WATERS

The deeper you go, the more dangerous the encounters.

The Upperdark includes caverns and dungeon systems that often have communication with the waters of the surface world.

The Middledark consists of the deepest cavern lakes, some of which could lie miles below the surface.

Lowerdark waters are generally great, sunless seas, into which the waters of the levels above eventually drain.

Marine creatures that are native to warm or temperate aquatic environments that appear on these encounter tables are generally freshwater subterranean variants of that creature type. For example, ixitxachitl are native to warm aquatic environments, but a freshwater variety appears on the Middledark and Lowerdark tables.

GROUP DESCRIPTIONS

Each of the groups described below has an average Challenge Rating that determines where it appears on the tables. Since the number of creatures appearing in a group (and often their class levels as well) is variable, a given group can appear as an encounter at a number of different Encounter Levels. When characters encounter a group at an EL more than one lower than that group's average CR, you should choose numbers and levels toward the low end of the range rather than just letting die rolls determine the composition of the groupr. Similarly, for an encounter at an EL more than one greater than the group's average CR, skew the numbers encountered and the levels of the individuals toward the high end of the range.

Aboleth Slaver Brood: An aboleth slaver brood consists of 1d3+1 aboleths and 1d6+6 skum.

Aquatic Elf Patrol: An aquatic elf patrol consists of 1d10+10 1st-level aquatic elf warriors, 2 3rd-level aquatic elf lieutenants, and 1 aquatic elf leader of level 1d4+2. To determine the class of the lieutenants and leader, roll d%: 01–10, barbarian; 11–25, bard; 26–35, cleric; 36–45, druid; 46–70, fighter; 71–80, ranger; 81–90, rogue; 91–100, sorcerer. Aquatic elves are usually chaotic good.

Ixitxachitl Pod: The group consists of 1d8+4 ixitxachitl and 1 2nd-level ixitxachitl cleric.

Kuo-Toa Patrol: The patrol consists of 1d3+1 kuo-toas plus 1 3rd-level kuo-toa cleric.

Kuo-Toa Squad: A kuo-toa squad consists of 1d6+5 kuo-toas, 1d2 3rd-level kuo-toa clerics, 1d2 4th-level kuo-toa monks, and 1 8th-level kuo-toa fighter.

Locathah Patrol: A locathah patrol consists of 1d10+10 locathah, 2 3rd-level locathah lieutenants, and 1 locathah leader of 3rd–6th level. To determine the class of the lieutenants and leader, roll d%: 01–20, barbarian; 21–30, cleric; 31–45, druid; 46–80, fighter; 81–100, rogue. Locathah are usually neutral.

Merchant Ship: The merchant ship is a cog with a crew of 1d6+8 sailors (level 1d4), 1d3 officers (level 1d4+2), and a master (level 1d4+4). Of the sailors, 50% are commoners, 25% are warriors, and 25% are experts. To determine the class of each officer and the master, roll d%: 01–10, bard; 11–40, expert; 41–55, fighter; 56–90, rogue; 91–100, wizard. To determine the race of specific characters, roll d%: 01–05, dwarf; 06–15, hadozee; 16–20, halfling; 21–25, half-elf; 26–30, half-orc; 31–100, human. Merchants are often neutral.

Merfolk Patrol: A merfolk patrol consists of 1d10+10 1st-level merfolk warriors, 2 3rd-level merfolk lieutenants, and 1 merfolk leader of 3rd–6th level. To determine the class of the lieutenants and leader, roll d%: 01–20, bard; 21–35, cleric; 36–45, druid; 46–70, fighter; 71–80, ranger; 81–90, rogue; 91–100, sorcerer. Merfolk are usually neutral.

Pirate Ship: The pirate ship is a caravel with a crew of 1d6+20 sailors (level 1d6), 1d3+1 officers (level 1d6+2), and a master (level 1d6+4). Of the sailors, 25% are commoners, 50% are warriors, and 25% are experts. To determine the class of each officer and the master, roll d%: 01–10, barbarian; 11–15, bard; 16–25, expert; 26–55, fighter; 56–90, rogue; 91–100, wizard. To determine the race of specific characters, roll d%: 01–05, bugbear; 06–15, hadozee; 16–25, goblin; 26–35, half-orc; 36–80, human; 81–100, orc. Pirates are often chaotic evil.

Raiders: The raider ship is a longship with a crew of 2d6+40 sailors (level 1d8), 1d4+2 officers (level 1d8+2), and a chieftain (level 1d8+4). Of the sailors, 60% are warriors, 20% are fighters, and 20% are barbarians. To determine the class of each officer and the master, roll d%: 01–40, barbarian; 41–50, bard; 51–60, cleric; 61–65, expert; 66–90, fighter; 91–100, rogue. To determine the race of the raiders, roll d%: 01–05, bugbear; 06–25, goblin; 26–35, hobgoblin; 36–80, human; 81–100, orc. Raiders are often chaotic evil.

Sahuagin Patrol: A sahuagin patrol consists of 1d10+10 sahuagin, 1d2 Large sharks, and a 3rd-level sahuagin fighter.

Shoal Halfling Patrol: The patrol consists of 1d10+10 shoal halfling 1st-level warriors plus 2 3rd-level sergeants and a leader of level 1d4+2. To determine the class of the sergeants and leader, roll d%: 01–10, bard; 11–30, cleric; 31–40, druid; 41–70, fighter; 71–80, ranger; 81–90, rogue; 91–100, wizard.

Trader Boat: The trader boat is a keelboat with a crew of 1d6+8 sailors (level 1d4), 1d2 officers (level 1d4+1), and a master (level 1d4+2). Of the sailors, 50% are commoners, 25% are warriors, and 25% are experts. To determine the class of each officer and the master, roll d%: 01–10, bard; 11–40, expert; 41–55, fighter; 56–95, rogue; 96–100, wizard. To determine the race of specific characters, roll d%: 01–05, dwarf; 06–10, hadozee; 11–20, halfling; 21–25, half-elf; 26–30, half-orc; 31–100, human. Traders are often neutral.

War Party: The war party's vessel is a war canoe with a crew of 1d4+8 tribesfolk (level 1d6), 1d3 leaders (level 1d6+4), and a chieftain (1d6+6). Of the tribesfolk, 60% are warriors, 20% are fighters, and 20% are barbarians. To determine the class of each leader and the chieftain, roll d%: 01–40, barbarian; 41–50, bard; 51–60, cleric; 61–65, expert; 66–80, fighter; 81–90, ranger; 91–100, rogue. To determine the race of the tribesfolk, roll d%: 01–05, bugbear; 06–25, goblin; 26–35, hobgoblin; 36–80, human; 81–100, orc. War parties are often chaotic neutral.

Warship: The warship is a dromond with a crew of 6d6+100 sailors (level 1d4), 1d4+4 officers (level 1d6+2), and a captain (level 1d6+4). Of the sailors, 25% are commoners, 50% are warriors, and 25% are experts. To determine the class of each officer and the master, roll d%: 01–10, bard; 11–20, cleric; 21–40, expert; 41–65, fighter; 66–90, rogue; 91–100, wizard. To determine the race of the crew, roll d%: 01–05, dwarf; 06–10, hadozee; 11–15, goblin; 16–20, half-orc; 21–25, halfling; 26–30, hobgoblin; 31–95, human; 96–100, orc. Soldiers are usually neutral.

ABOUT THE AUTHORS

RICHARD BAKER is a senior designer for Wizards of the Coast, Inc. His most recent roleplaying game design credits include *Complete Arcane* and *Monster Manual* v.3.5. Richard is also the *New York Times* best-selling author of the novel *Condemnation*. Richard lives in Washington State with his wife and two daughters.

JOSEPH D. CARRIKER, JR. has developed and written more than 30 titles for other d20 gaming companies, most notably Sword & Sorcery Studios' Scarred Lands setting.

JENNIFER CLARKE WILKES works for Wizards of the Coast, Inc. as an editor for Dungeons & Dragons® Miniatures and *Star Wars* Miniatures. Her previous design credits include *Savage Species* and *Sandstorm*.

Cold Marine, EL 1–5

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
01–20	01–15	01–10	01–05	—	Animal, seal*	1/3	3	6	8	11	—
21–30	16–25	11–14	06–09	01–02	Crab, Small monstrous*	1/2	2	4	6	8	8
31–40	26–35	15–24	10–14	03–07	Animal, sea lion*	1	1	2	3	4	4
41–60	36–50	25–34	15–24	08–17	Animal, Medium shark	1	1	2	3	4	4
61–70	51–60	35–44	25–34	18–27	Ghoul, lacedon	1	1	2	3	4	4
71–75	61–65	45–48	35–37	28–29	Selkie[FF]	1	1	2	3	4	4
76–79	66–70	49–53	38–42	30–34	Anguillan*	2	1	1	2	2	3
80–89	71–85	54–68	43–52	35–44	Animal, Large shark	2	1	1	2	2	3
90–99	86–95	69–73	53–57	45–49	Crab, Medium monstrous*	2	1	1	2	2	3
—	96–99	74–77	58–61	50–54	Seawolf*	3	—	1	1	1	2
—	—	78–87	62–71	55–64	Animal, Huge shark	4	—	—	1	1	1
—	—	88–91	72–76	65–69	Blackskate*	4	—	—	1	1	1
—	—	92–95	77–80	70–73	Crab, Large monstrous*	4	—	—	1	1	1
—	—	96–99	81–84	74–78	Gargoyle, kapoacinth	4	—	—	1	1	1
—	—	—	85–89	79–83	Animal, orca whale	5	—	—	—	1	1
—	—	—	90–94	84–88	Morkoth[MM2]	5	—	—	—	1	1
—	—	—	95–99	89–93	Troll, scrag	5	—	—	—	1	1
—	—	—	—	94–98	Animal, baleen whale	6	—	—	—	—	1
—	—	—	—	99	Aquatic ooze, reekmurk[FF]	6	—	—	—	—	1
100	100	100	100	100	Roll on Cold Marine table for next higher EL						

Cold Marine, EL 6–10

EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 6	EL 7	EL 8	EL 9	EL 10
01	—	—	—	—	Crab, Small monstrous*	1/2	11	—	—	—	—
02–03	01–02	01–05	—	—	Animal, sea lion*	1	6	8	11	—	—
04–13	03–12	06–15	—	—	Animal, Medium shark	1	6	8	11	—	—
14–23	13–22	16–25	—	—	Ghoul, lacedon	1	6	8	11	—	—
24	23	—	—	—	Selkie[FF]	1	6	8	—	—	—
25–29	24–28	26–30	01–05	—	Anguillan*	2	4	6	8	11	—
30–39	29–38	31–35	06–15	—	Animal, Large shark	2	4	6	8	11	—
40–41	39	36	16–18	—	Crab, Medium monstrous*	2	4	6	8	11	—
42–44	40–41	37	19	01	Seawolf*	3	3	4	6	8	11
45–54	42–51	38–42	20–29	02–19	Animal, Huge shark	4	2	3	4	6	8
55–59	—	—	—	—	Blackskate*	4	2	—	—	—	—
60–63	52–53	43–44	—	—	Crab, Large monstrous*	4	2	3	4	—	—
64–68	54–58	45–49	30–34	20–24	Gargoyle, kapoacinth	4	2	3	4	6	8
69–73	—	—	—	25–34	Animal, orca whale	5	1	—	—	—	6
74–83	—	—	—	—	Morkoth[MM2]	5	1	—	—	—	—
84–88	59–63	50–54	35–39	—	Troll, scrag	5	1	2	3	4	—
89–93	64–68	—	—	—	Animal, baleen whale	6	1	1	—	—	—
94	69	—	—	—	Aquatic ooze, reekmurk[FF]	6	1	1	—	—	—
95–99	70–74	55–59	—	—	Animal, cachalot whale	7	1	1	1	—	—
—	—	60–64	40–44	35–39	Caller from the deeps*	9	—	—	1	1	1
—	—	65–74	45–54	40–49	Dire animal, dire shark	9	—	—	1	1	1
—	75–89	75–89	55–69	50–64	Merfolk patrol	(9)	—	Y	Y	Y	Y
—	90–99	90–99	70–79	65–74	Merchant ship	(10)	—	Y	Y	Y	Y
—	—	—	—	75–79	Megalodon[MM2]	11	—	—	—	—	1
—	—	—	80–99	80–99	Pirate ship	(12)	—	—	—	Y	Y
100	100	100	100	100	Roll on Cold Marine table for next higher EL						

Cold Marine, EL 11–15

EL 11 d%	EL 12 d%	EL 13 d%	EL 14 d%	EL 15 d%	Creature	CR	Number EL 11	EL 12	EL 13	EL 14	EL 15
01–20	—	—	—	—	Animal, Huge shark	4	11	—	—	—	—
21–25	—	—	—	—	Gargoyle, kapoacinth	4	11	—	—	—	—
26–30	01–05	—	—	—	Animal, orca whale	5	8	11	—	—	—
—	06–10	01–05	01–05	—	Animal, cachalot whale	7	—	6	8	11	—
31–40	11–25	06–35	—	—	Dire animal, dire shark	9	2	3	4	—	—
41–50	26–35	—	—	—	Merchant ship	(10)	Y	Y	—	—	—
51–65	36–50	—	—	01–30	Megalodon[MM2]	11	1	1	—	—	4
66–80	51–65	36–50	—	—	Kraken	12	1	1	1	—	—
81–100	66–85	51–70	06–25	—	Pirate ship	(12)	Y	Y	Y	Y	—
—	86–100	71–80	26–50	—	Scyllan*	13	—	1	1	1	—
—	—	—	51–80	31–60	Sea drake[FF]	15	—	—	—	1	1
—	—	81–100	81–100	61–80	Raiders	(15)	—	—	Y	Y	Y
—	—	—	—	81–100	Warship	(17)	—	—	—	—	Y

Temperate Marine, EL 1–6

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	EL 6 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5	EL 6
01–05	—	—	—	—	—	Animal, eel*	1/2	2	—	—	—	—	—
06–15	01–10	01–10	01–10	01–10	01–10	Animal, porpoise	1/2	2	4	6	8	8	11
16–17	11–12	11–12	11–12	11–12	11–12	Aventi*	1/2	2	4	6	8	8	11
18–21	13–17	13–16	13	13	14	Crab, Small monstrous*	1/2	2	4	6	8	8	11
22	18	17	14	14	15	Darfellan*	1/2	2	4	6	8	8	11
23–27	19–23	18–22	15–19	15–19	—	Elf, aquatic*	1/2	2	4	6	8	8	—
28–32	24–28	—	—	—	16–17	Locathah	1/2	2	4	—	—	—	11
33–42	29–38	—	—	—	18–20	Merfolk	1/2	2	4	—	—	—	11
43–52	—	—	—	—	—	Animal, octopus	1	1	—	—	—	—	—
53–62	39–48	23–32	20–29	20–24	21–26	Animal, Medium shark	1	1	2	3	4	4	6
63–72	—	—	—	—	27–28	Animal, squid	1	1	—	—	—	—	6
73–77	49–58	33–42	30–39	25–34	29–38	Ghoul, lacedon	1	1	2	3	4	4	6
78	59	43	40	35	39	Yurian[FF]	1	1	2	3	4	4	6
79–83	60–69	44–48	41–50	36–45	40–45	Animal, Large shark	2	1	1	2	2	3	4
84–85	70–71	—	—	—	—	Aquatic ooze, flotsam ooze[FF]	2	1	1	—	—	—	—
86–88	72–74	49–51	51–52	46–47	46–47	Crab, Medium monstrous*	2	1	1	2	2	3	4
89–91	75–79	52–56	53	—	—	Hippocampus*	2	1	1	2	2	—	—
92–96	80–89	57–66	54–63	48–57	48–57	Sahuagin	2	1	1	2	2	3	4
97–99	90–92	67–69	64–65	58	58	Triton	2	1	1	2	2	3	4
—	93–97	70–74	66–70	59	59	Dire animal, dire eel*	3	—	1	1	1	2	3
—	98–99	75–76	71	60	—	Seawolf*	3	—	1	1	1	2	—
—	—	77–81	72–76	61–70	60–69	Animal, Huge shark	4	—	—	1	1	1	2
—	—	82–84	77–78	71–72	70–71	Crab, Large monstrous*	4	—	—	1	1	1	2
—	—	85–89	79–83	73–77	72–76	Gargoyle, kapoacinth	4	—	—	1	1	1	2
—	—	90–91	84–85	78–79	77–78	Hag, sea	4	—	—	1	1	1	2
—	—	92–96	86–90	80	79	Hammerclaw*	4	—	—	1	1	1	2
—	—	97–98	91	81	80	Nereid*	4	—	—	1	1	1	2
—	—	99	92	82	81	Sea cat	4	—	—	1	1	1	2
—	—	—	93	83	82	Morkoth[MM2]	5	—	—	—	1	1	1
—	—	—	94	84	83	Sirine[MM2]	5	—	—	—	1	1	1
—	—	—	95–99	85–89	84–88	Troll, scrag	5	—	—	—	1	1	1
—	—	—	—	90–94	89–91	Animal, baleen whale	6	—	—	—	—	1	1
—	—	—	—	95–99	92–96	Kuo-toa patrol	(6)	—	—	—	—	Y	Y
—	—	—	—	—	97	Animal, cachalot whale	7	—	—	—	—	—	1
—	—	—	—	—	98–99	Ramfish*	7	—	—	—	—	—	1
100	100	100	100	100	100	Roll on Temperate Marine table for next higher EL							

Temperate Marine, EL 7–12

EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 7	EL 8	EL 9	EL 10	EL 11	EL 12
01–05	01–03	—	—	—	—	Animal, Medium shark	1	8	11	—	—	—	—
06	04	—	—	—	—	Animal, squid	1	8	11	—	—	—	—
07	05	—	—	—	—	Yurian[FF]	1	8	11	—	—	—	—
08–12	06–08	01–04	—	—	—	Animal, Large shark	2	6	8	11	—	—	—
13	09	05	—	—	—	Crab, Medium monstrous*	2	6	8	11	—	—	—
14	10	06	—	—	—	Hippocampus*	2	6	8	11	—	—	—
15–24	11–20	07–16	—	—	—	Sahuagin	2	—	8	11	—	—	—
25	21	17	—	—	—	Triton	2	6	8	11	—	—	—
26	22	18	01	—	—	Dire animal, dire eel*	3	4	6	8	11	—	—
—	23	19	02	—	—	Seawolf*	3	—	6	8	11	—	—
27–31	24–27	20–23	03–09	01–08	—	Animal, Huge shark	4	3	4	6	8	11	—
32	28	—	—	—	—	Crab, Large monstrous*	4	3	4	—	—	—	—
33–37	29–33	24–28	10–14	09–13	—	Gargoyle, kapoacinth	4	3	4	6	8	11	—
38–39	—	—	—	—	—	Hag, sea	4	3	—	—	—	—	—
40	34	—	—	—	—	Nereid*	4	3	4	—	—	—	—
—	—	29	15	14	—	Sea cat	4	—	—	6	8	11	—
—	—	30	16	15	—	Sirine[MM2]	5	—	—	4	6	8	—
41–45	35–39	31–35	—	—	—	Troll, scrag	5	2	3	4	—	—	—
46–47	—	—	—	—	—	Animal, baleen whale	6	1	—	—	—	—	—
48–49	40	—	—	—	—	Kuo-toa patrol	(6)	Y	Y	—	—	—	—
50–52	41–45	—	—	—	01–05	Animal, cachalot whale	7	1	1	—	—	—	6
53–54	46	36	17–21	16–20	06–10	Ramfish*	7	1	1	2	3	4	6
55–64	47–56	37–41	—	—	—	Animal, giant octopus	8	1	1	1	—	—	—
65	57	42	—	—	—	Sisiutl*	8	1	1	1	—	—	—
—	58–62	43–47	22–26	—	—	Animal, giant squid	9	—	1	1	1	—	—
—	63–67	48–52	27–31	—	—	Dragon turtle	9	—	1	1	1	—	—
—	68–69	53–54	32–34	—	—	Kelp angler[FF]	9	—	1	1	1	—	—
66–70	70–74	55–59	35–39	21–25	—	Aquatic elf patrol	(9)	Y	Y	Y	Y	Y	—
71–75	75	60	40	—	—	Locathah patrol	(9)	Y	Y	Y	Y	—	—
76–90	76–90	61–70	41–50	—	—	Merfolk patrol	(9)	Y	Y	Y	Y	—	—
91–100	91–100	71–80	51–60	26–35	11–20	Merchant ship	(10)	Y	Y	Y	Y	Y	Y
—	—	—	61–65	36–45	21–30	Megalodon[MM2]	11	—	—	—	1	1	1
—	—	—	66–80	46–65	31–55	Sahuagin patrol	(11)	—	—	—	Y	Y	Y
—	—	—	—	66–75	56–75	Kraken	12	—	—	—	—	1	1
—	—	—	—	76–80	76–80	Octopus tree[FF]	12	—	—	—	—	1	1
—	—	81–100	81–100	81–100	81–100	Pirate ship	(12)	—	—	Y	Y	Y	Y

Warm Marine, EL 1–6

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	EL 6 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5	EL 6
01–05	01–05	01–05	01–05	—	—	Animal, stingray*	1/3	3	6	8	11	—	—
06–10	06–10	06–10	—	—	—	Animal, barracuda*	1/2	2	4	6	—	—	—
11–15	—	—	—	—	—	Animal, eel*	1/2	2	—	—	—	—	—
16–20	11–15	—	—	—	—	Animal, manta ray	1/2	2	4	—	—	—	—
21–25	16–20	11–20	06–15	01–10	01–10	Animal, porpoise	1/2	2	4	6	8	8	11
26–30	21–25	21–25	16–20	11–15	11	Crab, Small monstrous*	1/2	2	4	6	8	8	11
31–35	26–30	—	—	—	12–14	Locathah	1/2	2	4	—	—	—	11
36–50	31–45	—	—	—	15–17	Merfolk	1/2	2	4	—	—	—	11
51–60	—	—	—	—	—	Animal, octopus	1	1	—	—	—	—	—
61–70	46–55	26–35	21–30	16–20	18–20	Animal, Medium shark	1	1	2	3	4	4	6
71–75	56–60	36–40	31–35	21–25	21–25	Ghoul, lacedon	1	1	2	3	4	4	6
76	61	41	36	26	26	Yurian[FF]	1	1	2	3	4	4	6
77–81	62–71	42–51	37–46	27–36	27–29	Animal, Large shark	2	1	1	2	2	3	4
82–86	72–76	52–56	47–51	37–41	30	Crab, Medium monstrous*	2	1	1	2	2	3	4
87–88	77–78	57–58	52–53	—	—	Hippocampus*	2	1	1	2	2	—	—
89–98	79–88	59–68	54–63	—	—	Sahuagin	2	1	1	2	2	—	—
99	89	69	64	42	31	Terlen[FF]	2	1	1	2	2	3	4
—	90–94	70–74	65–69	43–47	—	Dire animal, dire eel*	3	—	1	1	1	2	—
—	95–99	75–79	70–74	—	—	Sea snake, Huge*	3	—	1	1	1	—	—
—	—	80–84	75–79	48–57	32–35	Animal, Huge shark	4	—	—	1	1	1	2
—	—	85–89	80–84	58–62	36	Crab, Large monstrous*	4	—	—	1	1	1	2
—	—	90–94	85–89	63–67	37–38	Dire animal, dire barracuda*	4	—	—	1	1	1	2
—	—	95–99	90–94	68–72	39–43	Gargoyle, kapoacinth	4	—	—	1	1	1	2
—	—	—	95–96	73–74	44–45	Dragon, bronze, very young	5	—	—	—	1	1	1

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	EL 6 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5	EL 6
—	—	—	97–98	75–78	46–49	Morkoth[MM2]	5	—	—	—	1	1	1
—	—	—	99	79	50	Sirine[MM2]	5	—	—	—	1	1	1
—	—	—	—	80–84	51–55	Animal, baleen whale	6	—	—	—	—	1	1
—	—	—	—	85–99	56–75	Dinosaur, ichthyosaur*	6	—	—	—	—	1	1
—	—	—	—	—	76–80	Crab, Huge monstrous	7	—	—	—	—	—	1
—	—	—	—	—	81–83	Dragon, bronze, young	7	—	—	—	—	—	1
—	—	—	—	—	84–85	Ramfish*	7	—	—	—	—	—	1
—	—	—	—	—	86–99	Ixitxachitl pod[MM2]	(8)	—	—	—	—	—	Y
100	100	100	100	100	100	Roll on Warm Marine table for next higher EL							

Warm Marine, EL 7–12

EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 7	EL 8	EL 9	EL 10	EL 11	EL 12
01–03	01–03	—	—	—	—	Animal, Medium shark	1	8	11	—	—	—	—
04–08	04–08	—	—	—	—	Ghoul, lacedon	1	8	11	—	—	—	—
09	09	—	—	—	—	Yurian[FF]	1	8	11	—	—	—	—
10–12	10–12	01	—	—	—	Animal, Large shark	2	6	8	11	—	—	—
13	13	02	—	—	—	Crab, Medium monstrous*	2	6	8	11	—	—	—
14	14	03	—	—	—	Hippocampus*	2	6	8	11	—	—	—
—	15–24	04–13	—	—	—	Sahuagin	2	—	8	11	—	—	—
15	25	—	—	—	—	Terlen[FF]	2	6	8	—	—	—	—
16–19	26–29	14–15	01	01	—	Animal, Huge shark	4	3	4	6	8	11	—
20	30	—	—	—	—	Crab, Large monstrous*	4	3	4	—	—	—	—
21–22	31	16	—	—	—	Dire animal, dire barracuda*	4	3	4	6	—	—	—
23–27	32–36	17–21	02–06	02–06	—	Gargoyle, kapoacinth	4	3	4	6	8	11	—
28–29	37	22	—	—	—	Dragon, bronze, very young	5	2	2	4	—	—	—
—	—	23	07	07	01	Sirine[MM2]	5	—	—	4	6	8	11
30–34	—	—	—	—	—	Animal, baleen whale	6	1	—	—	—	—	—
35–44	38–47	24–33	08–17	08–17	—	Dinosaur, ichthyosaur*	6	1	2	3	4	6	—
45–49	48–51	34	18	18	—	Crab, Huge monstrous*	7	1	1	2	3	4	—
50–51	52–53	35	19	19	—	Dragon, bronze, young	7	1	1	2	3	4	—
52–53	54–55	36	20	20	02	Ramfish*	7	1	1	2	3	4	6
54–63	56–65	37–46	—	—	—	Animal, giant octopus	8	1	1	1	—	—	—
64–68	66–70	47–51	21–25	—	—	Dinosaur, archelon*	8	1	1	1	2	—	—
69–83	71–80	—	—	—	—	Ixitxachitl pod[MM2]	(8)	Y	Y	—	—	—	—
—	81–82	52	26	21	03	Dragon, bronze, juvenile	9	—	1	1	1	2	3
—	83	53	27	—	—	Golem, coral	9	—	1	1	1	—	—
84–88	84–88	54–58	28–32	—	—	Locathah patrol	(9)	Y	Y	Y	Y	—	—
89–90	89–90	59–60	33–34	—	—	Shoal halfling patrol	(9)	Y	Y	Y	Y	—	—
—	—	61–62	35–36	22–23	04–05	Crab, Gargantuan monstrous	10	—	—	1	1	1	2
—	—	63–67	37–43	24–33	06–15	Dinosaur, mosasaur*	10	—	—	1	1	1	2
—	—	68–70	44–50	34–45	16–30	Dinosaur, plesiosaur*	10	—	—	1	1	1	—
91–100	91–100	71–80	51–60	46–55	31–40	Merchant ship	(10)	Y	Y	Y	Y	Y	Y
—	—	—	61–65	56–65	41–55	Megalodon[MM2]	11	—	—	—	1	1	1
—	—	—	66–80	66–80	56–70	Sahuagin patrol	(11)	—	—	—	Y	Y	Y
—	—	81–100	81–100	81–100	71–90	Pirate ship	(12)	—	—	Y	Y	Y	Y
—	—	—	—	—	91–95	Crab, Colossal monstrous	13	—	—	—	—	—	1
—	—	—	—	—	96–100	Giant, storm	13	—	—	—	—	—	1

Cold Lakes and Rivers, EL 1–5

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
01–50	01–45	01–40	—	—	Animal, otter*	1/4	4	8	11	—	—
51–60	46–60	41–60	01–25	01–15	Ghoul, lacedon	1	1	2	3	4	4
61–66	61–66	61–66	26–31	16–20	Sprite, nixie	1	1	2	3	4	4
—	—	—	32–41	21–30	Fossergrim[FF]	5	—	—	—	1	1
—	—	—	42–66	31–40	Troll, scrag	5	—	—	—	1	1
—	—	—	—	41–45	Catoblepas[MM2]	6	—	—	—	—	1
—	—	—	—	46–50	Giant, bog[FF]	6	—	—	—	—	1
—	—	—	—	51–55	Hag, annis	6	—	—	—	—	1
—	—	—	—	56–60	Hydra, 7-headed	6	—	—	—	—	1
—	—	—	—	61–66	Will-o'-wisp	6	—	—	—	—	1
67–99	67–99	67–99	67–99	67–99	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	Roll on Cold Lakes and Rivers table for next higher EL						

Cold Lakes and Rivers, EL 6–10

EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 6	EL 7	EL 8	EL 9	EL 10
01–05	—	—	—	—	Fossergrim[FF]	5	1	—	—	—	—
06–15	01–10	01–10	01–10	—	Troll, scrag	5	1	2	2	4	—
16–20	11–15	11–15	11–15	—	Catoblepas[MM2]	6	1	1	2	3	—
21–25	16–20	16–20	16–20	01–05	Giant, bog[FF]	6	1	1	2	3	4
26–30	21–25	21–25	21–25	—	Hag, annis	6	1	1	2	3	—
31–35	26–30	26	26	06	Hydra, 7-headed	6	1	1	2	3	4
36–47	31–42	27–36	27–36	07–26	Will-o'-wisp	6	1	1	2	3	4
48–59	43–54	37–41	—	—	Darktentacles[MM2]	7	1	1	1	—	—
60–67	55–67	42–47	—	—	Hydra, 6-headed cryo-	7	1	1	1	—	—
—	—	—	37–47	27–36	Kelpie[FF]	10	—	—	—	1	1
—	—	48–67	48–67	37–56	Trader boat	(10)	—	—	Y	Y	Y
—	—	—	—	57–67	Crimson death[MM2]	11	—	—	—	—	1
68–100	68–100	68–100	68–100	68–100	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a

Temperate Lakes and Rivers, EL 1–5

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
01–05	01–05	01–05	—	—	Animal, otter*	1/4	4	8	11	—	—
06–15	—	—	—	—	Animal, snapping turtle*	1	1	—	—	—	—
17–19	—	—	—	—	Aquatic ooze, bloodbloater[FF]	1	1	—	—	—	—
20–24	06–10	06–10	01–05	01–05	Ghoul, lacedon	1	1	2	3	4	4
25–49	11–30	11–25	—	—	Lizardfolk	1	1	2	3	—	—
50–64	31–45	26–40	06–20	06–15	Monstrous diving spider, Medium*	1	1	2	3	4	4
65–66	46	41	21–26	16–18	Sprite, nixie	1	1	2	3	4	4
—	47–56	42–56	27–36	—	Dire animal, dire toad[MM2]	3	—	1	1	1	—
—	57–66	57–66	37–56	19–28	Ogre, merrow	3	—	1	1	1	2
—	—	—	57–61	29	Fossergrim[FF]	5	—	—	—	1	1
—	—	—	62–66	30–36	Hag, green	5	—	—	—	1	1
—	—	—	—	37–39	Catoblepas[MM2]	6	—	—	—	—	1
—	—	—	—	40–44	Giant, bog[FF]	6	—	—	—	—	1
—	—	—	—	45–49	Hydra, 7-headed	6	—	—	—	—	1
—	—	—	—	50–52	Ormyrr[MM2]	6	—	—	—	—	1
—	—	—	—	53–59	Shambling mound	6	—	—	—	—	1
—	—	—	—	60–66	Will-o'-wisp	6	—	—	—	—	1
67–99	67–99	67–99	67–99	67–99	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	Roll on Temperate Lakes and Rivers table for next higher EL						

Temperate Lakes and Rivers, EL 6–10

EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 6	EL 7	EL 8	EL 9	EL 10
—	01–05	01–05	—	—	Ghoul, lacedon	1	—	8	11	—	—
01	06	06	—	—	Sprite, nixie	1	6	8	11	—	—
—	—	—	—	01–10	Dire animal, dire toad[MM2]	3	—	—	—	—	11
02–11	07–16	07–11	01–10	—	Ogre, merrow	3	3	4	6	8	—
12	—	—	—	—	Fossergrim[FF]	5	1	—	—	—	—
13–17	17–21	12–16	—	—	Hag, green	5	1	2	3	—	—
18–20	22–24	17	11	—	Catoblepas[MM2]	6	1	1	2	3	—
21–25	25–29	18–22	12–16	11–15	Giant, bog[FF]	6	1	1	2	3	4
26	30	—	—	—	Hydra, 7-headed	6	1	1	—	—	—
27	31	23	—	—	Ormyrr[MM2]	6	1	1	2	—	—
28–37	32–41	—	—	—	Shambling mound	6	1	1	—	—	—
38–47	42–48	24–28	17–26	15–25	Will-o'-wisp	6	1	1	2	3	4
48–52	49–55	29–33	27–28	26	Chuul	7	1	1	1	2	3
53–62	56–62	34–38	—	—	Darktentacles[MM2]	7	1	1	1	—	—
63–67	63–67	39–43	29–33	27–31	Naga, water	7	1	1	1	2	3
—	—	44–46	34–37	32–37	Naga, spirit	9	—	—	1	1	1
—	—	—	38–47	38–47	Kelpie[FF]	10	—	—	—	1	1
—	—	48–67	48–67	48–67	Trader boat	(10)	—	—	Y	Y	Y
68–100	68–100	68–100	68–100	68–100	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a

Warm Lakes and Rivers, EL 1–5

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
01–05	01–06	01–05	01–10	—	Leech, giant*	1/3	3	6	8	11	—
06–10	07–11	06–10	11–15	01–10	Stirge	1/2	2	4	6	8	8
11–20	—	—	—	—	Animal, snapping turtle*	1	1	—	—	—	—
21	—	—	—	—	Aquatic ooze, bloodbloater[FF]	1	1	—	—	—	—
22–26	12–16	11–15	16–20	11–15	Ghoul, lacedon	1	1	2	3	4	4
27–46	17–36	16–35	—	—	Lizardfolk	1	1	2	3	—	—
47–66	37–56	—	—	—	Animal, crocodile	2	1	1	—	—	—
—	57–61	36–40	21–25	—	Dire animal, dire toad[MM2]	3	—	1	1	1	—
—	62–66	41–45	26–30	16–20	Ogre, merrow	3	—	1	1	1	2
—	—	46–50	31–40	21–30	Animal, giant crocodile	4	—	—	1	1	1
—	—	51–53	41–42	31	Dragon, black, very young	4	—	—	1	1	1
—	—	54–63	43–62	32–51	Swarm, pirahna*	4	—	—	1	1	1
—	—	64–66	63–65	52	Vine horror[FF]	4	—	—	1	1	1
—	—	—	66	53	Dragon, black, young	5	—	—	—	1	1
—	—	—	—	54	Ahuizotl[FF]	6	—	—	—	—	1
—	—	—	—	55–59	Giant, bog[FF]	6	—	—	—	—	1
—	—	—	—	60	Hydra, 7-headed	6	—	—	—	—	1
—	—	—	—	61	Ormyrr[MM2]	6	—	—	—	—	1
—	—	—	—	62–66	Shambling mound	6	—	—	—	—	1
67–99	67–99	67–99	67–99	67–99	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	Roll on Warm Lakes and Rivers table for next higher EL						

Warm Lakes and Rivers, EL 6–10

EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 6	EL 7	EL 8	EL 9	EL 10
01–10	—	—	—	—	Stirge	1/2	11	—	—	—	—
—	01–05	01–05	—	—	Ghoul, lacedon	1	—	8	11	—	—
11–20	06–15	06–15	—	—	Lizardfolk	1	6	8	11	—	—
—	16–20	16–20	01–10	—	Animal, crocodile	2	—	6	8	11	—
—	—	—	—	01–04	Dire animal, dire toad[MM2]	3	—	—	—	—	11
21	21	21	11–15	—	Ogre, merrow	3	3	4	6	8	—
—	—	—	16–25	05–14	Animal, giant crocodile	4	—	—	—	6	8
22	22	22	—	—	Dragon, black, very young	4	2	3	4	—	—
23–32	23–32	23–32	—	—	Swarm, pirahna*	4	2	3	4	—	—
33	33	33	26	15	Vine horror[FF]	4	2	3	4	6	8
34–35	34–35	34	27	—	Dragon, black, young	5	1	2	3	4	—
36–37	36–37	—	—	—	Ahuizotl[FF]	6	1	1	—	—	—
38	38–39	35	28	16	Giant, bog[FF]	6	1	1	2	3	4
39–40	40–41	36	29	17	Hydra, 7-headed	6	1	1	2	3	4
41	42	37	—	—	Ormyrr[MM2]	6	1	1	2	—	—
42–46	43–47	—	—	—	Shambling mound	6	1	1	—	—	—
47–50	48–51	38–41	30–34	18–22	Will-o'-wisp	6	1	1	2	3	4
51–52	52–53	42–44	35–39	23–27	Chuul	7	1	1	1	2	3
53–54	54–55	45–46	—	—	Darktentacles[MM2]	7	1	1	1	—	—
55–58	56–57	47–51	40–44	—	Dinosaur, elasmosaurus	7	1	1	1	2	—
59–60	58–59	52	45	28	Dragon, black, juvenile	7	1	1	1	2	3
61–62	60–61	53	—	—	Hydra, 6-headed pyro-	7	1	1	1	—	—
63–64	62–63	54	46	—	Mudmaw[MM2]	7	1	1	1	2	—
65–67	64–67	55–56	47–48	29	Naga, water	7	1	1	1	2	3
—	—	57	49–52	30–32	Naga, spirit	9	—	—	1	1	1
—	—	—	53–57	33–33	Kelpie[FF]	10	—	—	—	1	1
—	—	58–67	58–67	38–47	Trader boat	(10)	—	—	Y	Y	Y
—	—	—	—	48–67	War party	(13)	—	—	—	—	Y
68–100	68–100	68–100	68–100	68–100	Land encounter	Varies	n/a	n/a	n/a	n/a	n/a

Upperdark Waters, EL 1–5

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
01–25	01–25	01–15	01–10	—	Leech, giant*	1/3	3	6	8	11	—
26–45	—	—	—	—	Animal, eel*	1/2	2	—	—	—	—
46–55	26–35	16–25	11–20	01–10	Ghoul, lacedon	1	1	2	3	4	4
56–61	36–41	—	—	—	Aquatic ooze, flotsam ooze[FF]	2	1	1	—	—	—
62–66	42–46	26–30	21–26	11–15	Skum	2	1	1	2	2	3

EL 1 d%	EL 2 d%	EL 3 d%	EL 4 d%	EL 5 d%	Creature	CR	Number EL 1	EL 2	EL 3	EL 4	EL 5
—	47–56	31–40	27–36	16–25	Dire animal, dire eel*	3	—	1	1	1	2
—	57–61	41–45	37–41	26–30	Ogre, merrow	3	—	1	1	1	2
—	62–66	46–50	42–46	—	Sea snake, Huge*	3	—	1	1	1	—
—	—	51–55	47–49	31–35	Dragon, black, very young	4	—	—	1	1	1
—	—	56–60	50–54	36–40	Gargoyle, kapoacinth	4	—	—	1	1	1
—	—	61–66	55–60	41–46	Ooze, gray	4	—	—	1	1	1
—	—	—	61–62	47–51	Dragon, black, young	5	—	—	—	1	1
—	—	—	63–66	52–61	Troll, scrag	5	—	—	—	1	1
—	—	—	—	62–66	Hydra, 7-headed	6	—	—	—	—	1
67–99	67–99	67–99	67–99	67–99	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	Roll on Upperdark Waters table for next higher EL						

Upperdark Waters, EL 6–10

EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 6	EL 7	EL 8	EL 9	EL 10
—	01–10	01–10	—	—	Ghoul, lacedon	1	—	8	11	—	—
01–05	11–15	11–15	01–05	—	Skum	2	4	6	8	11	—
06–15	16–25	16–25	06–15	—	Ogre, merrow	3	3	4	6	8	—
16	26	26	—	—	Dragon, black, very young	4	2	3	4	—	—
17–26	—	—	16–25	01–10	Gargoyle, kapoacinth	4	2	—	4	6	8
27–29	27–28	27	26	—	Dragon, black, young	5	1	2	3	4	—
30–39	29–38	28–37	27–36	—	Troll, scrag	5	1	2	3	4	—
40–44	39–43	—	—	—	Hydra, 7-headed	6	1	1	—	—	—
45–54	44–53	38–47	37–51	11–30	Aboleth	7	1	1	1	2	3
55–59	54–58	48–52	52–54	31–33	Chuul	7	1	1	1	2	3
60–62	59–61	53–55	55	34	Dragon, black, juvenile	7	1	1	1	2	3
63–67	62–67	56–60	56–60	35–39	Naga, water	7	1	1	1	2	3
—	—	61–64	61–64	40–44	Naga, spirit	9	—	—	1	1	1
—	—	65–67	65–67	45–47	Yugoloth, piscoloth[FF]	9	—	—	1	1	1
—	—	—	—	48–67	Monstrous diving spider, Colossal*	11	—	—	—	—	1
68–100	68–100	68–100	68–100	68–100	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a

Middledark Waters, EL 3–7

EL 3 d%	EL 4 d%	EL 5 d%	EL 6 d%	EL 7 d%	Creature	CR	Number EL 3	EL 4	EL 5	EL 6	EL 7
01–15	01–10	01–05	—	01–05	Ghoul, lacedon	1	3	4	4	—	8
16–20	11–15	06–10	01–02	06	Skum	2	2	2	3	4	6
21–35	16–25	11–15	03–07	07–11	Ogre, merrow	3	1	1	2	3	4
36–45	26–30	16–20	08	12	Demon, skulvyn[FF]	4	1	1	1	2	3
46–60	31–40	21–25	09–13	—	Gargoyle, kapoacinth	4	1	1	1	2	—
61–66	41–46	26–30	—	—	Ooze, gray	4	1	1	1	—	—
—	47–51	31–35	14	13	Dragon, black, young	5	—	1	1	1	2
—	52–56	36–45	15–19	—	Morkoth[MM2]	5	—	1	1	1	—
—	57–66	46–50	20–24	14–18	Troll, scrag	5	—	1	1	1	2
—	—	51	25	19	Aquatic ooze, reekmurk[FF]	6	—	—	1	1	1
—	—	52–56	26–30	20–24	Kopru[MM2]	6	—	—	1	1	1
—	—	—	31–40	25–34	Aboleth	7	—	—	—	1	1
—	—	57–66	41–50	35–44	Kuo-toa patrol	(6)	—	—	Y	Y	Y
—	—	—	51–52	45–46	Chuul	7	—	—	—	1	1
—	—	—	53–55	47–49	Darktentacles[MM2]	7	—	—	—	1	1
—	—	—	56	50	Dragon, black, juvenile	7	—	—	—	1	1
—	—	—	—	51	Hydra, 9-headed	8	—	—	—	—	1
—	—	—	—	52–56	Yugoloth, echinoloth*	8	—	—	—	—	1
—	—	—	57–66	57–66	Ixitxachitl pod	(8)	—	—	—	Y	Y
67–99	67–99	67–99	67–99	67–99	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	Roll on Middledark Waters table for next higher EL						

Middledark Waters, EL 8–12

EL 8 d%	EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 8	EL 9	EL 10	EL 11	EL 12
01–05	—	—	—	—	Ghoul, lacedon	1	11	—	—	—	—
06	01	—	—	—	Skum	2	8	11	—	—	—
07–11	02–06	—	—	—	Ogre, merrow	3	6	8	—	—	—
12	07–09	01–15	01–15	—	Demon, skulvyn[FF]	4	4	6	8	11	—
—	10–14	16–20	16–20	—	Gargoyle, kapoacinth	4	—	6	8	11	—

EL 8 d%	EL 9 d%	EL 10 d%	EL 11 d%	EL 12 d%	Creature	CR	Number EL 8	EL 9	EL 10	EL 11	EL 12
13	15	—	—	—	Dragon, black, young	5	2	4	—	—	—
14–18	16–20	—	—	—	Troll, scrag	5	2	4	—	—	—
19–23	21–26	21–30	21–30	01–30	Kopru[MM2]	6	2	3	4	6	8
24–33	—	—	—	—	Kuo-toa patrol	(6)	Y	—	—	—	—
34–43	27–38	31–45	31–40	—	Aboleth	7	1	2	3	4	—
44	39–43	46–55	41–50	—	Chuul	7	1	2	3	4	—
45–46	—	—	—	—	Darktentacles[MM2]	7	1	—	—	—	—
47	44	56–60	51–55	—	Dragon, black, juvenile	7	1	2	3	4	—
48	45–46	—	—	—	Hydra, 9-headed	8	1	1	—	—	—
49–50	47–51	—	56–61	31–55	Yugoloth, echinoloth*	8	1	1	—	3	4
51–65	52–66	—	—	—	Ixitxachitl pod	(8)	Y	Y	—	—	—
66–67	67	61–67	—	—	Yugoloth, piscoloth[FF]	9	1	1	1	—	—
—	—	—	62–67	56–67	Purple worm	12	—	—	—	1	1
68–100	68–100	68–100	68–100	68–100	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a

Lowerdark Waters, EL 5–10

EL 5 d%	EL 6 d%	EL 7 d%	EL 8 d%	EL 9 d%	EL 10 d%	Creature	CR	Number EL 5	EL 6	EL 7	EL 8	EL 9	EL 10
01–05	—	01–05	01–05	—	—	Ghoul, lacedon	1	4	—	8	11	—	—
06–10	—	—	—	—	—	Dire animal, dire eel*	3	2	—	—	—	—	—
11–15	01–05	06–07	06	01–06	01–11	Demon, skulvyn[FF]	4	1	2	3	4	6	8
16–20	06–10	—	—	07–11	12–16	Gargoyle, kapoacinth	4	1	2	—	—	6	8
21–25	11–15	—	—	—	—	Morkoth[MM2]	5	1	1	—	—	—	—
26–30	16–20	08–12	07–11	12–16	—	Troll, scrag	5	1	1	2	2	4	—
31–36	21–26	13–18	—	—	—	Aquatic ooze, reekmurk[FF]	6	1	1	1	—	—	—
37–46	27–31	19–23	11–16	17–26	17–26	Kopru[MM2]	6	1	1	1	2	3	4
47–66	32–41	24–33	17–21	—	—	Kuo-toa patrol	(6)	Y	Y	Y	Y	—	—
—	42–46	34–43	22–31	27–36	27–36	Aboleth	7	—	1	1	1	2	3
—	47–51	44–46	32–36	37–41	37–41	Chuul	7	—	1	1	1	2	3
—	52–56	47–49	37–41	—	—	Darktentacles[MM2]	7	—	1	1	1	—	—
—	—	50–51	42–45	42–46	—	Yugoloth, echinoloth*	8	—	—	1	1	1	—
—	57–66	52–66	46–60	47–56	—	Ixitxachitl pod	(8)	—	Y	Y	Y	Y	—
—	—	—	61–62	57–59	42–46	Dragon, black, young adult	9	—	—	—	1	1	1
—	—	—	63–64	60–65	47–51	Tojanida, elder	9	—	—	—	1	1	1
—	—	—	65–66	66–67	52–56	Yugoloth, piscoloth[FF]	9	—	—	—	1	1	1
—	—	—	—	—	57–61	Dragon, black, adult	11	—	—	—	—	—	1
—	—	—	—	—	62–66	Hydra, 12-headed	11	—	—	—	—	—	1
67–99	67–99	67–99	67–99	67–99	67–99	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a	n/a
100	100	100	100	100	100	Roll on Lowerdark Waters table for next higher EL							

Lowerdark Waters, EL 11–16

EL 11 d%	EL 12 d%	EL 13 d%	EL 14 d%	EL 15 d%	EL 16 d%	Creature	CR	Number EL 11	EL 12	EL 13	EL 14	EL 15	EL 16
01–12	—	—	—	—	—	Demon, skulvyn[FF]	4	11	—	—	—	—	—
13–17	—	—	—	—	—	Gargoyle, kapoacinth	4	11	—	—	—	—	—
18–22	01–05	01–05	—	—	—	Kopru[MM2]	6	6	8	11	—	—	—
23–27	—	—	—	—	—	Aboleth	7	4	—	—	—	—	—
28–29	—	—	—	—	—	Chuul	7	4	—	—	—	—	—
30–32	06–11	—	01–67	01–34	—	Yugoloth, echinoloth*	8	3	4	—	8	11	—
33	12	06	—	—	—	Dragon, black, young adult	9	2	3	4	—	—	—
34–35	13–16	07–11	—	—	—	Dragon, black, adult	11	1	1	2	—	—	—
36	17–19	—	—	—	—	Hydra, 12-headed	11	1	1	—	—	—	—
37–46	20–39	12–31	—	—	—	Kraken	12	1	1	1	—	—	—
47	40–42	32–37	—	—	—	Purple worm	12	1	1	1	—	—	—
48–57	43–57	38–57	—	—	—	Aboleth slaver brood	(12)	Y	Y	Y	—	—	—
58–67	58–67	58–67	—	—	—	Kuo-toa squad	(12)	Y	Y	Y	—	—	—
—	—	—	—	35–67	01–13	Teratomorph[MM2]	16	—	—	—	—	1	1
—	—	—	—	—	14–54	Demon, wastrilith[FF]	17	—	—	—	—	—	1
—	—	—	—	—	55–67	Lucent worm[FF]	17	—	—	—	—	—	1
68–100	68–100	68–100	68–100	68–100	68–100	Dungeon encounter	Varies	n/a	n/a	n/a	n/a	n/a	n/a

Conquer the Maelstrom

Sometimes an adventure takes an aquatic turn. You might find yourself exploring an ancient city lost beneath the waves, navigating an underground river plagued by monsters, plotting a course to some stormwracked isle, or battling pirates on the high seas. Well, fear not, brave adventurer. Here is your guide to overcoming such perils!

This supplement examines marine environments, from flooded dungeons and subterranean seas to mystical islands and the gloomy deep. It provides rules for adapting to, navigating through, and surviving hazardous seaborne, underwater, and stormwracked conditions. This book also includes new character options (races, spells, psionic powers, feats, and prestige classes), magic items and monsters associated with seas and storms, adventure sites, and a narrative ship-to-ship combat system.

To use this supplement, a Dungeon Master also needs the *Player's Handbook*™, *Dungeon Master's Guide*™, and *Monster Manual*™. A player needs only the *Player's Handbook*.

Visit our website at
www.wizards.com/dnd

d20 system

Wizards of the Coast

ISBN 0-7869-3689-4
53495
EAN
9 780786 936892
Sug. Retail: U.S. $34.95 178670000 Printed in the U.S.A.